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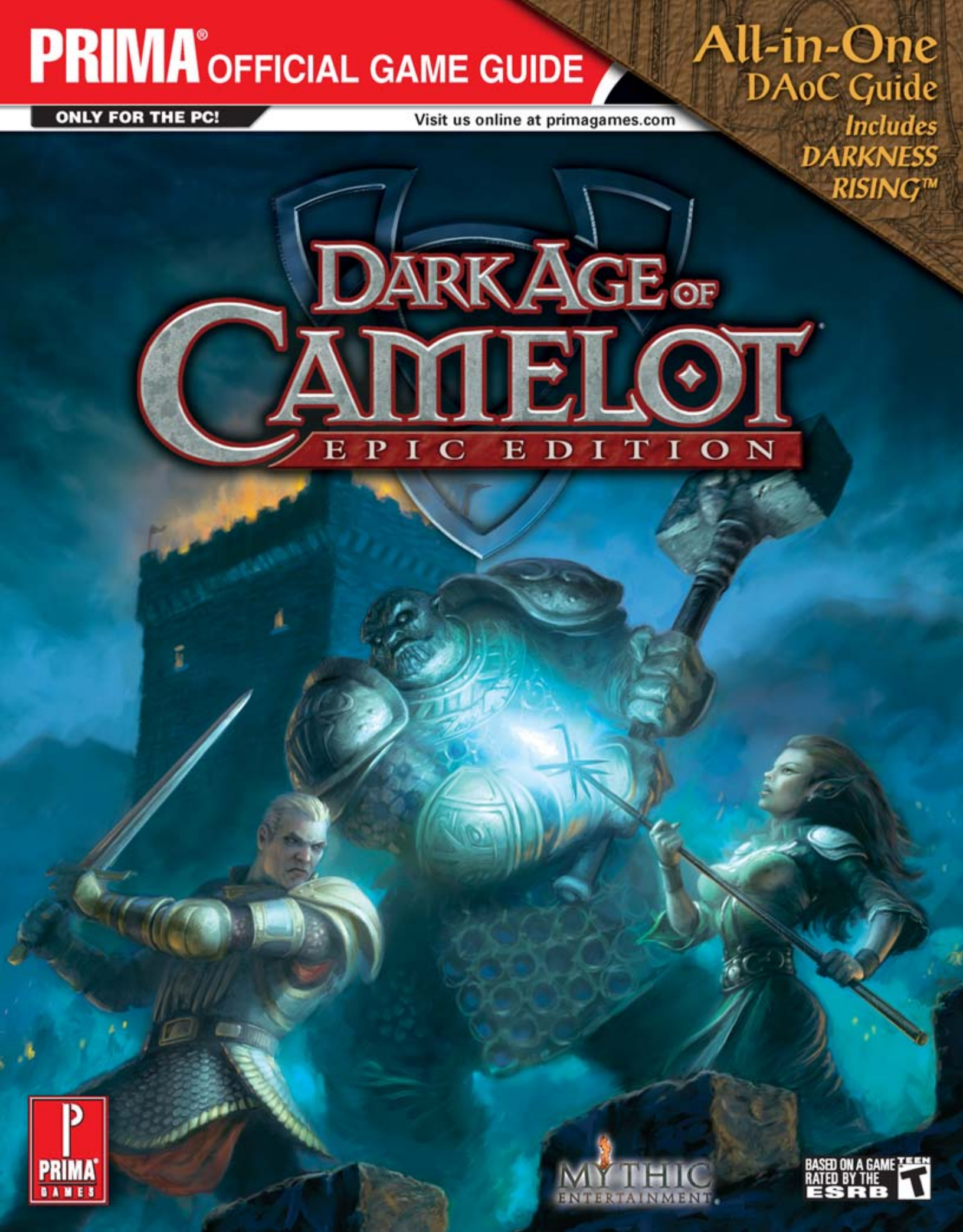
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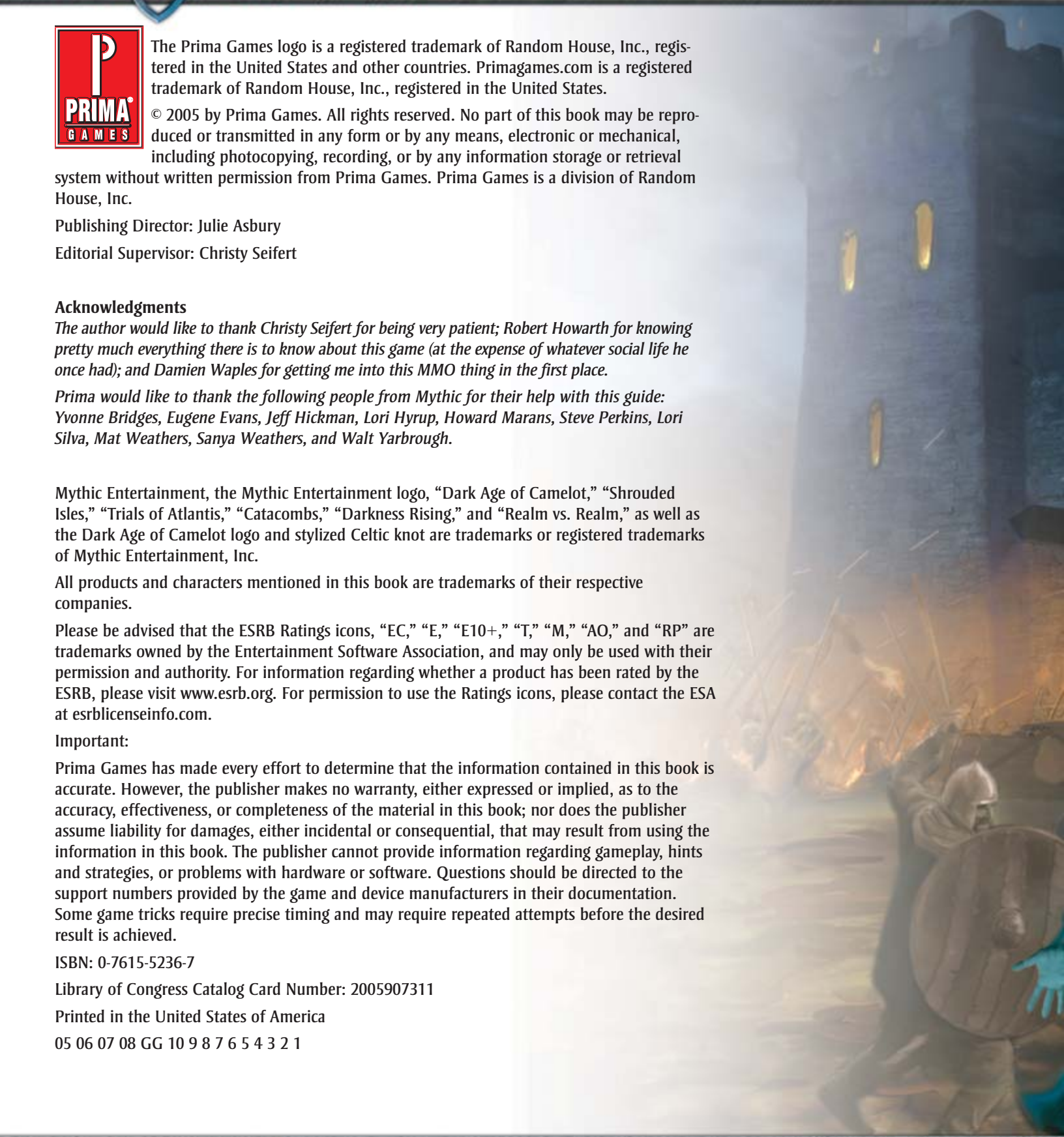
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Eric 'ECM' Mylonas
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Publishing Director: Julie Asbury

Editorial Supervisor: Christy Seifert

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Introduction

Dark Age of Camelot is an ever-evolving massively multiplayer game that is celebrating its four-year anniversary. Over that course of time maps have changed, character classes have been balanced, artifacts and master levels have been altered, and much has been added to the game. There are no plans for a *Dark Age of Camelot 2*, so the game gets constant technological and content updates to keep the experience fresh and looking good.

With this guide, we take a look at some of those changes and try to fit more than 1,000 pages of information from a half-dozen books into this one handy reference guide. We couldn't include everything, but that didn't stop us from trying.

For more game information and up-to-date news, tune into the Mythic's official Camelot Herald: *http://www.camelotherald.com*.



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The Basics

Chances are if you're reading this guide, you already have a basic grasp of how the game mechanics work. On of the off-chance you don't, read on. There are some excellent in-game tutorials as well.

What Is an MMORPG?

A massively multiplayer online role playing game is an ever-evolving world where hundreds—if not thousands—of people play simultaneously. There is no pause button; there are no save games. When you go to sleep, the action does not stop. It's a never-ending, 24/7 experience.

How Is *Dark Age of Camelot* Different?

What sets *Dark Age of Camelot* apart from other games is that it's really three games in one. There is a constant struggle between three factions, each of which has its own unique culture, classes, and sacred territory. Albion (England), Hibernia (Ireland), and Midgard (Vikings) are in never-ending conflict. You can play one side for years, then move on to other, and it feels like a whole new game because all the content is different.

Server Types

There are a number of different server rule sets: classic, co-op, normal, true player versus player, and role playing. Which should you pick?

Classic

Classic servers do not have the *Trials of Atlantis* expansion enabled, which makes character development a bit less exhaustive, but also limits your power. Another unique law on classic servers is that buffs don't work unless the buffer is in your group and within a certain radius. Classic servers are often quite crowded due to their newness and easy advancement.

Co-Op

Co-operative servers lack any player vs. player conflict whatsoever. All of the realms have open borders and there is peace among all. The only conflict is against the environment, or PvE (player versus environment), a term you will hear from time to time. Another neat twist is that players from different realms can group with each other and communicate, something forbidden on classic, normal, and RPG servers.

Normal

Regular, straight-up rule-set servers are where almost everyone begins. Over the years older servers have been connected into something called clusters, which allows many different server's populations to play with or against each other. All expansions are enabled and there are no restrictions on buffs.

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Player versus Player

Player versus player, or PvP, are servers where it's every person for him- or herself. Like on the co-op servers, all of the borders are open, and you can group and communicate with players from other realms, but the reason sure isn't peace and brotherly love. Anarchy has broken out and there are no ruling governments to wage war against each other. The real war is now on a player vs. player level. While this does sound fun, gameplay experience on a PvP server is very intense and often downright unnerving. Culture here is cutthroat to say the least, but it's hard to beat the rush.

Role Playing

Hark! RP servers are much like normal servers, although players are expected to act a little more…in character. Naming polices are strict, and you will be */appealed* by other players if you don't stay in character. A more mature audience does hang out here, but it can often get tedious if you aren't a strong role-player.

Realms

Now that you have an idea of which server to click on when you begin, what realm will you select? Once you pick a realm you need to stick with it or delete your characters to pick a new one, so choose wisely!

Albion

Visions of King Arthur and the Knights of the Round Table often pop into the heads of new players when thinking of Albion, and that isn't too far from the truth. Albion is a mostly human realm that has familiar classes that you might already know about from watching movies or reading legends. This is *Dark Age of CAMELOT* after all, but the other realms are just as much, if not more fun. Albion has advanced weapons and the heaviest armor, plus has a great selection of spell casters.

Hibernia

Green is the color of Hibernia, which is home of Elves, humans, and other woodland races. Hibernia is the realm of magic and nature, as many of its classes are blessed with arcane powers and abilities. While not as large as Albion in sheer numbers, Hibernia makes up for it in magical ability. The strongest magics can be attained here.

Midgard

Deep in the frigid lands of the north is the home of the Vikings, where Dwarves, Trolls, humans, and other darker races work side by side to defeat the powers of Albion and Hibernia. Midgard is the melee realm, and it has the best healing classes and a good selection of magic. With all of these notorious races, Midgard isn't an evil realm, but Albion and Hibernia might think differently.

Basics

Before you make up your mind about which realm you want to play in, lets cover some basics.

Tips for New Players

Be Nice

The fastest way to move up in a MMORPG is to make friends. Acting like a jerk is the quickest way to ruin the gameplay experience for you and for the others around you. Remember, you're the new kid in town, so respect the veterans.

Join a Guild

Guilds are the backbone of any MMORPG, and *Dark Age of Camelot* is no different. Just remember, if you help someone out, they will be inclined to return the favor. Eventually, with the right bunch of players, a perfect give-and-take relationship is formed and getting along with the people you play with is the key to success.

Game Etiquette

A lot of this falls into the "be nice" category, but sometimes you might not know any better. Hopefully, we can help you avoid some potential faux pas.

1. Don't pull from another person's camp, unless you ask first! While there are no "claimed" camps, it's still pretty rude to walk up and steal someone's camp.
2. Don't hit monsters that people outside your group are attacking unless they yell for help. Attacking other people's targets is a big no-no.
3. Don't beg! The most annoying thing in the world is having random strangers ask you to level them or give them coin. It's not cool to do and it makes you look like a noobie. It's one thing to ask if there is room in a group for you, it's another to beg for people to do your work for you. You might be surprised what a random person may give you just because they think you're nice.

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The Low Levels

Levels 1–20 is often a strange and wonderful time for new players. You're exploring, learning, and generally getting your game bearings. These lower levels are often a solitary time, because players with a character leveled to 50 can start a new character at level 20, so soloing is often your only alternative. Named guards around the starting towns give out something called Kill Tasks. Walk up to one and */say* task. If you fall into the right level range at the time, they give you one. If they don't give you a task, try another nearby guard, or move to another town. Go kill the mob they asked you to get, then come back and receive a nice XP and cash reward. You can do roughly 80 percent of your XP per level that way, which is a quick and often painless way to go, especially for classes who aren't very solo friendly.

- **Run through the new tutorial sequence (new with the Catacombs expansion) to familiarize yourself with the new tutorial for your first character—the tutorial helps familiarize you with the basics of the DAoC world. This is launched whenever you roll a new toon.**
- **The initial dungeons scale to your level so you can pick them up from the Taskmaster in your starting Realm and start to learn the intricacies of subterranean combat from the get-go.**
- **If you're unsure as to which NPCs are offering quests you can handle, keep an eye out for those with a yellow circle beneath their feet—these denote characters who have quests suited for your current level.**

Level 1 and Beyond

At level 1 you can travel to one of the most fun places in the game, the Battlegrounds! From level 20–24, Battlegrounds (called BGs) are a great place to meet players your own level, and if they are from other realms, kill them. The XP is super fast, and it's a heck of a lot more fun than killing rats and giant bugs. On normal servers, which are clustered together, Battlegrounds are often packed all the way up to level 45, so aside from having to upgrade your gear, leveling up in the Battleground system should be a big part of any new player's plan. The 20–24, 35–39, and 40–45 BGs are usually the most active.

Note

The Battlegrounds are a quiet place until you reach your 20s. Once there, there are ample foes to tackle, and your true initiation into PvP will be complete.

Research Your Realm and Class

Now that your head is filled with glory, skim the next chapters, which cover the character classes of Albion, Hibernia, and Midgard. Which realm and class will you choose?



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Darkness Rising

What's In It?

In *Darkness Rising*, heroes are called forth to help protect their realm against a growing evil from within. Players may choose to embark on a series of Champion Quests to save the realm starting at level 30. The end reward is an artifact-quality weapon that has customizable spell-like powers or procs. The other reward is the ability to obtain epic mounts. If you don't enjoy quests, you may obtain the Champion Weapon after completing all of the Champion Levels.

Champion Levels

To allow level 50 players additional means of advancing their characters, Mythic introduced five new Champion Levels to the players of *Dark Age of Camelot* and *Darkness Rising*.

Become one of the chosen champions of your Realm as you prove your mettle, skill, and spirit to your King and fellow Realm mates. The King shall grant rare boons and bestowments as a reward for faithful service to your Realm. The more status you obtain within the ranks of the elite champions of the Realm, the more coveted and potent the equipment and tools you'll receive.

- *Once you are level 50, and have completed the Becoming a Champion of the Realm quest, you may begin your Champion Level process of gaining xp toward Champion Levels. At this point you may also purchase your first advanced mount from the Quartermaster in the Throne Room.*
- *Upon reaching level 50 and completing the xp requirements for each Champion Level, players return to the King to receive their reward and their talent points.*
- *Champion Levels provide additional hit points, additional power points, subclassing points, additional access to the King's Quartermaster, and increased customization of mounts.*

There are five new titles for players who have completed the Champion Levels:

Seeker
Enforcer
Outrider
Lightbringer
King's Champion

Tip

The fastest way to progress through the Champion Levels is through realm vs. realm combat. Each Champion Level is 32,000 champion points.

Subclassing

When gaining a new Champion Level, you receive a point to spend in the new subclassing system. What you spend the points on is up to you; the only limit is that you cannot purchase abilities from your own base class. There are five tiers of subclass powers in all. Points are awarded after the Champion Level xp requirements have been met.



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Albion Subclassing Abilities

Fighter

STYLE: TENACITY
- **Weapon Type:** Any
- **Opening:** None
- **Fatigue Cost:** Medium
- **Damage:** High
- **To-Hit Bonus:** High Bonus
- **Defense Bonus:** None

STYLE: ONSLAUGHT
- **Weapon Type:** Any
- **Opening:** Tenacity
- **Target Effect:** Bleeding
- **Fatigue Cost:** Medium
- **Damage:** Medium
- **To-Hit Bonus:** Low Bonus
- **Defense Bonus:** None

STYLE: VENGEANCE
- **Weapon Type:** Any
- **Opening:** Tenacity
- **Target Effect:** Slowed
- **Fatigue Cost:** Medium
- **Damage:** Medium
- **To-Hit Bonus:** Low Bonus
- **Defense Bonus:** None

SPELL: HARDENED SOUL
- **Function:** Shield
- **Value:** 60
- **Target:** Self
- **Duration:** 2:00 min
- **Power Cost:** 30
- **Casting Time:** Instant
- **Recast time:** 5:00 min

SPELL: RENEWED SPIRIT
- **Function:** Endurance Regen
- **Value:** 1
- **Target:** Self
- **Duration:** 2:00 min
- **Power Cost:** 30
- **Casting Time:** Instant
- **Recast time:** 5:00 min

STYLE: RESILIENCE
- **Weapon Type:** Any
- **Opening:** None
- **Target Effect:** Champion's Flame
- **Fatigue Cost:** High
- **Damage:** Medium
- **To-Hit Bonus:** Low Bonus
- **Defense Bonus:** None

SPELL: SOLDIER'S ANTICIPATION
- **Function:** Parry
- **Value:** 5%
- **Target:** Self
- **Duration:** 1:00 min
- **Power Cost:** 10
- **Casting Time:** Instant
- **Recast Time:** 5:00 min

SPELL: SURGE OF CHAOS
- **Function:** DD Spell
- **Damage:** 5.0
- **Target:** Self
- **Duration:** 1:00 min
- **Power Cost:** 20
- **Casting Time:** Instant
- **Recast Time:** 5:00 min

SPELL: DAMAGE WARD
- **Function:** Melee Absorption
- **Value:** 5
- **Target:** Self
- **Duration:** 1:00 min
- **Power Cost:** 30
- **Casting Time:** Instant
- **Recast Time:** 5:00 min

SPELL: SOLDIER'S RETALIATION
- **Function:** Parry
- **Value:** 11%
- **Target:** Self
- **Duration:** 1:00 min
- **Power Cost:** 15
- **Casting Time:** Instant
- **Recast Time:** 5:00 min

STYLE: RETALIATION
- **Weapon Type:** Any
- **Opening:** You Block
- **Target Effect:** Champion's Fire
- **Fatigue Cost:** Medium
- **Damage:** High
- **To-Hit Bonus:** Low Bonus
- **Defense Bonus:** None

STYLE: FOE SPLITTER
- **Weapon Type:** Any
- **Opening:** None
- **Target Effect:** DeTaunt
- **Fatigue Cost:** Medium
- **Damage:** High
- **To-Hit Bonus:** None
- **Defense Bonus:** Low Bonus

STYLE: ANTICIPATION
- **Weapon Type:** Any
- **Opening:** You Parry
- **Target Effect:** Champion's Fire
- **Fatigue Cost:** Medium
- **Damage:** High
- **To-Hit Bonus:** Low Bonus
- **Defense Bonus:** None

STYLE: CONCUSS
- **Weapon Type:** Any
- **Opening:** Anticipation
- **Target Effect:** Slowed
- **Fatigue Cost:** Medium
- **Damage:** High
- **To-Hit Bonus:** Med Bonus
- **Defense Bonus:** None

STYLE: SHIELD BLUDGEON
- **Weapon Type:** Shield
- **Opening:** None
- **Fatigue Cost:** Medium
- **Damage:** Medium
- **To-Hit Bonus:** Low Bonus
- **Defense Bonus:** Med Bonus

SPELL: SUPPRESS WOUNDS
- **Function:** Suppression
- Absorption: 100%
- **Value:** 150
- **Target:** Self
- **Duration:** 1:00 min
- **Power Cost:** 30
- **Casting Time:** Instant
- **Recast Time:** 5:00 min

SPELL: FOCUSED WILL
- **Function:** Mesmerize Duration
- Reduction
- **Value:** 10%
- **Target:** Self
- **Duration:** 1:00 min
- **Power Cost:** 30
- **Casting Time:** Instant
- **Recast Time:** 5:00 min

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Rogue

STYLE: HIND STRIKE
- **Weapon Type:** Any
- **Opening:** Position, Back
- **Fatigue Cost:** High
- **Damage:** High
- **To-Hit Bonus:** High Bonus
- **Defense Bonus:** None

STYLE: SPINE CRACK
- **Weapon Type:** Any
- **Opening:** Position, Back
- **Target Effect:** Champion's Flame
- **Fatigue Cost:** Medium
- **Damage:** Medium
- **To-Hit Bonus:** Low Bonus
- **Defense Bonus:** None

STYLE: RUPTURE
- **Weapon Type:** Any
- **Opening:** Position, Back
- **Target Effect:** Champion's Flame
- **Fatigue Cost:** Medium
- **Damage:** Medium
- **To-Hit Bonus:** Low Bonus
- **Defense Bonus:** None

SPELL: SUPPRESS WOUNDS
- **Function:** Suppression
- **Absorption:** 100%
- **Value:** 150
- **Target:** Self
- **Duration:** 1:00 min
- **Power Cost:** 30
- **Casting Time:** Instant
- **Recast Time:** 5:00 min

SPELL: RENEWED SPIRIT
- **Function:** End Regen
- **Value:** 1
- **Target:** Self
- **Duration:** 2:00 min
- **Power Cost:** 30
- **Casting Time:** Instant
- **Recast Time:** 5:00 min

STYLE: LATERAL ASSAULT
- **Weapon Type:** Any
- **Opening:** Position, Side
- **Fatigue Cost:** High
- **Damage:** High
- **To-Hit Bonus:** High Bonus
- **Defense Bonus:** None

SPELL: FADED QUICKNESS
- **Function:** Evade
- **Value:** 5%
- **Target:** Self
- **Duration:** 1:00 min
- **Power Cost:** 10
- **Casting Time:** Instant
- **Recast Time:** 5:00 min

STYLE: FLANKING BLOW
- **Weapon Type:** Any
- **Opening:** Position, Side
- **Target Effect:** Champion's Flame
- **Fatigue Cost:** Medium
- **Damage:** Medium
- **To-Hit Bonus:** Low Bonus
- **Defense Bonus:** None

STYLE: GOUGE FEINT
- **Weapon Type:** Any
- **Opening:** Lateral Assault
- **Target Effect:** Bleeding
- **Fatigue Cost:** Medium
- **Damage:** High
- **To-Hit Bonus:** Low Bonus
- **Defense Bonus:** None

SPELL: FADED NIMBLENESS
- **Function:** Evade
- **Value:** 11%
- **Target:** Self
- **Duration:** 1:00 min
- **Power Cost:** 15
- **Casting Time:** Instant
- **Recast Time:** 5:00 min

STYLE: BACKFIRE
- **Weapon Type:** Any
- **Opening:** Target Blocks
- **Target Effect:** Champion's Fire
- **Fatigue Cost:** Medium
- **Damage:** Medium
- **To-Hit Bonus:** Med Bonus

STYLE: KICKBACK
- **Weapon Type:** Any
- **Opening:** Backfire
- **Target Effect:** Slowed
- **Fatigue Cost:** Medium
- **Damage:** High
- **To-Hit Bonus:** Low Bonus
- **Defense Bonus:** None

STYLE: RECOIL
- **Weapon Type:** Any
- **Opening:** Target Parries
- **Target Effect:** Champion's Fire
- **Fatigue Cost:** Medium
- **Damage:** Medium
- **To-Hit Bonus:** Med Bonus
- **Defense Bonus:** None

STYLE: COUNTER ASSAULT
- **Weapon Type:** Any
- **Opening:** Recoil
- **Target Effect:** Slowed
- **Fatigue Cost:** Medium
- **Damage:** High
- **To-Hit Bonus:** Low Bonus
- **Defense Bonus:** None

SPELL: GRACEFUL FALL
- **Function:** Weight of a Feather
- **Value:** 15% less Damage
- **Target:** Self
- **Duration:** 30 sec
- **Casting Time:** Instant
- **Recast Time:** 5:00 min

SPELL: MINOR DISSONANCE
- **Function:** Direct Damage
- **Damage:** 50
- **Target:** Targeted
- **Power Cost:** 9
- **Casting Time:** 3.5 sec
- **Damage:** Body

SPELL: ANTIVENOM
- **Function:** Resistance Enhancement
- **Resist Body:** 10%
- **Target:** Self
- **Duration:** 1:00 min
- **Power Cost:** 24
- **Casting Time:** 3.5 sec

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Acolyte

SPELL: LESSER RENEWAL
Function: Heal
Value: 50
Target: Realm
Range: 2,000
Power Cost: 9
Casting Time: 2.2 sec

SPELL: LESSER REVIVAL
Function: Heal
Value: 100
Target: Realm
Range: 2,000
Power Cost: 18
Casting Time: 2.8 sec

SPELL: INFUSE REGENERATION
Function: Health Regen
Value: 5
Target: Realm
Range: 1,000
Concentration Cost: 7
Casting Time: 3.0 sec

SPELL: CURE POISON
Function: Cure Poison
Target: Realm
Range: 1,500
Power Cost: 8%
Casting Time: 4.2 sec

SPELL: CURE DISEASE
Function: Cure Disease
Target: Realm
Range: 1,500
Power Cost: 8%
Casting Time: 4.2 sec

SPELL: HOLY BENEDICTION
Function: Heal
Value: 60
Target: Group
Range: 2,000
Power Cost: 19
Casting Time: 2.6 sec

SPELL: HOLY BLESSING
Function: Heal
Value: 75
Target: Group
Range: 2,000
Power Cost: 22
Casting Time: 2.6 sec

SPELL: SHIELD OF THE SOUL
Function: Resistance Enhancement
Body/Spirit/Energy: 10
Target: Realm
Range: 1,000
Duration: 10:00 min
Power Cost: 24
Casting Time: 3.5 sec

SPELL: SHIELD OF THE ELEMENTS
Function: Resistance Enhancement
Heat/Cold/Matter: 10
Target: Realm
Range: 1,000
Duration: 10:00 min
Power Cost: 24
Casting Time: 3.5 sec

SPELL: SHIELD OF WAR
Function: Resistance Enhancement
Crush/Slash/Thrust: 10
Target: Self
Duration: 1:00 min
Power Cost: 24
Casting Time: Instant
Recast Time: 5:00 min

SPELL: GREATER AURA OF PROTECTION
Function: Shield
Value: 30
Target: Realm
Range: 1,000
Concentration Cost: 15
Casting Time: 3.0 sec

SPELL: INVOCATION OF AGILITY
Function: Stat Enhancement
Dexterity Bonus: 26
Target: Realm
Range: 1,000
Concentration Cost: 11
Casting Time: 3.0 sec

SPELL: INVOCATION OF POWER
Function: Stat Enhancement
Str Bonus: 26
Target: Realm
Range: 1,000
Concentration Cost: 11
Casting Time: 3.0 sec

SPELL: INVOCATION OF FORTITUDE
Function: Stat Enhancement
Con Bonus: 26
Target: Realm
Range: 1,000
Concentration Cost: 11
Casting Time: 3.0 sec

SPELL: GRACE OF MIGHT
Function: Improved Stat Enhancement
Str/Con Bonus: 30
Target: Realm
Range: 1,000
Concentration Cost: 14
Casting Time: 3.0 sec

SPELL: GRACE OF COORDINATION
Function: Improved Stat Enhancement
Dex/Qui Bonus: 30
Target: Realm
Range: 1,000
Concentration Cost: 14
Casting Time: 3.0 sec

SPELL: ACUITY OF THE DIVINER
Function: Improved Stat Enhancement
Acuity Bonus: 20
Target: Realm
Range: 1,000
Concentration Cost: 7
Casting Time: 3.0 sec

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Elementalist

SPELL: MINOR FIRE SQUALL
Function: Direct Damage
Damage: 50
Target: Targeted
Range: 1,500
Power Cost: 9
Casting Time: 2.5 sec
Damage: Heat

↓

SPELL: FIRE SQUALL
Function: Direct Damage
Damage: 70
Target: Targeted
Range: 1,500
Power Cost: 11
Casting Time: 2.5 sec
Damage: Heat

↓

SPELL: EXPLOSIVE FLARE
Function: Direct Damage
Damage: 50
Target: Targeted
Range: 1,500
Power Cost: 10
Casting Time: 2.5 sec
Radius: 350
Damage: Heat

↓

SPELL: CONCUSSIVE FLARE
Function: Direct Damage
Damage: 70
Target: Targeted
Range: 1,500
Power Cost: 12
Casting Time: 2.5 sec
Radius: 350
Damage: Heat

↓

SPELL: BLAZING ROCKS
Function: Bolt
Damage: 95
Target: Targeted
Range: 1,500
Power Cost: 12
Casting Time: 3.0 sec
Recast Time: 30 sec
Damage: Heat

SPELL: MINOR ICE STORM
Function: Direct Damage
Damage: 50
Target: Targeted
Range: 1,500
Power Cost: 9
Casting Time: 2.5 sec
Damage: Cold

↓

SPELL: ICE STORM
Function: Direct Damage
Damage: 70
Target: Targeted
Range: 1,500
Power Cost: 11
Casting Time: 2.5 sec
Damage: Cold

↓

SPELL: POLAR BLAST
Function: Damage/Speed Decrease
Speed Decrease: 35%
Damage: 50
Target: Targeted
Range: 1,000
Duration: 30 sec
Power Cost: 9
Casting Time: 3.0 sec
Damage: Cold

↓

SPELL: CHILLING FIELD
Function: Damage/Speed Decrease
Speed Decrease: 35%
Damage: 50
Target: Targeted
Range: 1,000
Duration: 30 sec
Power Cost: 11
Casting Time: 3.0 sec
Radius: 350
Damage: Cold

↓

SPELL: STEAMING BURST
Function: Direct Damage
Damage: 120
Target: Point-Blank Area
Power Cost: 12
Casting Time: 3.0 sec
Radius: 250
Damage: Cold

SPELL: GUSTING BREEZE
Function: Direct Damage
Damage: 50
Target: Targeted
Range: 1,500
Power Cost: 9
Casting Time: 2.5 sec
Damage: Spirit

↓

SPELL: GUSTING WIND
Function: Direct Damage
Damage: 70
Target: Targeted
Range: 1,500
Power Cost: 11
Casting Time: 2.5 sec
Damage: Spirit

SPELL: LESSER ROCK BLAST
Function: Direct Damage
Damage: 50
Target: Targeted
Range: 1,500
Power Cost: 9
Casting Time: 2.5 sec
Damage: Matter

↓

SPELL: ROCK BLAST
Function: Direct Damage
Damage: 70
Target: Targeted
Range: 1,500
Power Cost: 11
Casting Time: 2.5 sec
Damage: Matter

↓

SPELL: EARTHEN FORCE
Function: Damage Add
Damage: 5.0
Target: Realm
Range: 1,000
Duration: 10:00 min
Power Cost: 12
Casting Time: 2.0 sec

↓

SPELL: LESSER SHIELD OF MAGMA
Function: Damage Shield
Damage: 2.4
Target: Realm
Range: 1,000
Duration: 10:00 min
Power Cost: 12
Casting Time: 3.0 sec

↓

SPELL: EARTH WASH
Function: Cloud
Damage: 50
Target: Area
Range: 1,000
Power Cost: 10
Casting Time: 2.5 sec
Recast Time: 6 sec
Radius: 350
Damage: Matter

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Mage

SPELL: ACIDIC MIST
Function: Damage over Time
Damage per Tick: 35
Target: Targeted
Range: 1,500
Duration: 20 sec
Frequency: 5.0 sec
Power Cost: 12
Casting Time: 2.0 sec
Damage: Matter

SPELL: ACIDIC FOG
Function: Damage over Time
Damage per Tick: 40
Target: Targeted
Range: 1,500
Duration: 20 sec
Frequency: 5.0 sec
Power Cost: 18
Casting Time: 2.0 sec
Damage: Matter

SPELL: MELT SPIRIT
Function: Damage over Time
Damage per Tick: 35
Target: Targeted
Range: 1,500
Duration: 20 sec
Frequency: 5.0 sec
Power Cost: 12
Casting Time: 2.0 sec
Damage: Matter

SPELL: DEGRADE SPIRIT
Function: Damage over Time
Damage per Tick: 40
Target: Targeted
Range: 1,500
Duration: 20 sec
Frequency: 5.0 sec
Power Cost: 18
Casting Time: 2.0 sec
Damage: Matter

SPELL: ACIDIC CLOUD
Function: Damage over Time
Damage per Tick: 40
Target: Targeted
Range: 1,500
Duration: 20 sec
Frequency: 5.0 sec
Power Cost: 20
Casting Time: 2.0 sec
Radius: 350
Damage: Matter

SPELL: MIND FLASH
Function: Direct Damage
Damage: 50
Target: Targeted
Range: 1,500
Power Cost: 9
Casting Time: 2.5 sec
Damage: Body

SPELL: MIND COLLISION
Function: Direct Damage
Damage: 70
Target: Targeted
Range: 1,500
Power Cost: 11
Casting Time: 2.5 sec
Damage: Body

SPELL: MIND CONCUSSION
Function: Damage/ Speed Decrease
Speed Decrease: 35%
Damage: 50
Target: Targeted
Range: 1,000
Duration: 30 sec
Power Cost: 12
Casting Time: 3.0 sec
Damage: Body

SPELL: SUPPLANT HEALTH
Function: Transfer
Value: 81%
Target: Realm
Range: 2,000
Power Cost: 12
Casting Time: 3.0 sec

SPELL: VITALITY SEIZE
Function: Lifedrain
Damage: 70
Health Returned: 20%
Target: Targeted
Range: 1,500
Power Cost: 12
Casting Time: 3.5 sec
Damage: Body

SPELL: MYSTICAL WEB
Function: Stat Decrease
Dexterity Penalty: 25
Target: Targeted
Range: 1,500
Duration: 1:00 min
Power Cost: 10
Casting Time: 2.0 sec
Damage: Matter

SPELL: WEB OF FORCE
Function: Stat Decrease
Dex/Qui Penalty: 40
Target: Targeted
Range: 1,500
Duration: 1:00 min
Power Cost: 10
Casting Time: 2.0 sec
Damage: Matter

SPELL: ENERVATE STRENGTH
Function: Stat Decrease
Strength Penalty: 25
Target: Targeted
Range: 1,500
Duration: 1:00 min
Power Cost: 10
Casting Time: 2.0 sec
Damage: Matter

SPELL: BANISH RESOLUTION
Function: Stat Decrease
Str/Con Penalty: 40
Target: Targeted
Range: 1,500
Duration: 1:00 min
Power Cost: 10
Casting Time: 2.0 sec
Damage: Matter

SPELL: FIELD OF FORCE
Function: Stat Decrease
Dex/Qui Penalty: 25
Target: Targeted
Range: 1,500
Duration: 30 sec
Power Cost: 18
Casting Time: 2.0 sec
Radius: 250
Damage: Matter

SPELL: DISMISS RESOLUTION
Function: Stat Decrease
Str/Con Penalty: 40
Target: Targeted
Range: 1,500
Duration: 30 sec
Power Cost: 18
Casting Time: 2.0 sec
Radius: 250
Damage: Matter

SPELL: DISEASED SPIRIT
Function: Disease
Target: Targeted
Range: 1,500
Duration: 30 sec
Power Cost: 5
Casting Time: 2.0 sec
Damage: Body

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Disciple

SPELL: ACIDIC MIST
Function: Damage over Time
Damage per Tick: 35
Target: Targeted
Range: 1,500
Duration: 20 sec
Frequency: 5.0 sec
Power Cost: 12
Casting Time: 2.0 sec
Damage: Matter

SPELL: ACIDIC FOG
Function: Damage over Time
Damage per Tick: 40
Target: Targeted
Range: 1,500
Duration: 20 sec
Frequency: 5.0 sec
Power Cost: 18
Casting Time: 2.0 sec
Damage: Matter

SPELL: ACIDIC CLOUD
Function: Damage over Time
Damage per Tick: 40
Target: Targeted
Range: 1,500
Duration: 20 sec
Frequency: 5.0 sec
Power Cost: 20
Casting Time: 2.0 sec
Radius: 350
Damage: Matter

SPELL: ACIDIC STORM
Function: Damage over Time
Damage per Tick: 50
Target: Targeted
Range: 1,000
Duration: 20 sec
Frequency: 5.0 sec
Power Cost: 25
Casting Time: 2.0 sec
Damage: Matter

SPELL: ACIDIC VORTEX
Function: Damage over Time
Damage per Tick: 30
Target: Point-Blank Area
Duration: 20 sec
Frequency: 5.0 sec
Power Cost: 25
Casting Time: 4.0 sec
Radius: 250
Damage: Matter

SPELL: RISE OF HURT
Function: Damage Shield
Damage: 2.4
Target: Realm
Range: 1,000
Duration: 10:00 min
Power Cost: 12
Casting Time: 3.0 sec

SPELL: RISE OF PAIN
Function: Damage Shield
Damage: 4.0
Target: Realm
Range: 1,000
Duration: 10:00 min
Power Cost: 12
Casting Time: 3.0 sec

SPELL: RENEW MUSCLE
Function: Heal over Time
Value: 35
Target: Self
Duration: 15 sec
Power Cost: 14
Casting Time: 3.0 sec

SPELL: RENEW BODY
Function: Heal over Time
Value: 50
Target: Self
Duration: 15 sec
Power Cost: 20
Casting Time: 3.0 sec

SPELL: VITALITY SEIZE
Function: Lifedrain
Damage: 70
Health Returned: 20%
Target: Targeted
Range: 1,500
Power Cost: 12
Casting Time: 3.5 sec
Damage: Body

SPELL: MUSCLE OF THE DEAD
Function: Stat Enhancement
Str Bonus: 26
Target: Self
Duration: 10:00 min
Power Cost: 20
Casting Time: 3.0 sec

SPELL: BOLSTERING THE SOUL
Function: Improved Stat Enhancement
Str/Con Bonus: 30
Target: Self
Duration: 10:00 min
Power Cost: 20
Casting Time: 3.0 sec

SPELL: ALACRITY OF THE GRAVE
Function: Stat Enhancement
Dexterity Bonus: 26
Target: Self
Duration: 10:00 min
Power Cost: 20
Casting Time: 3.0 sec

SPELL: REFINING THE SOUL
Function: Improved Stat Enhancement
Dex/Qui Bonus: 30
Target: Self
Duration: 10:00 min
Power Cost: 30
Casting Time: 3.0 sec

SPELL: ENERVATE STRENGTH
Function: Stat Decrease
Strength Penalty: 25
Target: Targeted
Range: 1,500
Duration: 1:00 min
Power Cost: 10
Casting Time: 2.0 sec
Damage: Matter

SPELL: BANISH RESOLUTION
Function: Stat Decrease
Str/Con Penalty: 40
Target: Targeted
Range: 1,500
Duration: 1:00 min
Power Cost: 10
Casting Time: 2.0 sec
Damage: Matter

SPELL: DISMISS RESOLUTION
Function: Stat Decrease
Str/Con Penalty: 40
Target: Targeted
Range: 1,500
Duration: 1:00 min
Power Cost: 10
Casting Time: 2.0 sec
Damage: Matter

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Hibernia Subclassing Abilities

Way of Arms

STYLE: TENACITY
Weapon Type: Any
Opening: None
Fatigue Cost: Medium
Damage: High
To-Hit Bonus: High Bonus
Defense Bonus: None

↓

STYLE: ONSLAUGHT
Weapon Type: Any
Opening: Tenacity
Target Effect: Bleeding
Fatigue Cost: Medium
Damage: Medium
To-Hit Bonus: Low Bonus
Defense Bonus: None

↓

STYLE: VENGEANCE
Weapon Type: Any
Opening: Tenacity
Target Effect: Slowed
Fatigue Cost: Medium
Damage: Medium
To-Hit Bonus: Low Bonus
Defense Bonus: None

↓

SPELL: HARDENED SOUL
Function: Shield
Value: 60
Target: Self
Duration: 2:00 min
Power Cost: 30
Casting Time: Instant
Recast Time: 5:00 min

↓

SPELL: RENEWED SPIRIT
Function: Endurance Regen
Value: 1
Target: Self
Duration: 2:00 min
Power Cost: 30
Casting Time: Instant
Recast Time: 5:00 min

STYLE: RESILIENCE
Weapon Type: Any
Opening: None
Target Effect: Champion's Flame
Fatigue Cost: High
Damage: Medium
To-Hit Bonus: Low Bonus
Defense Bonus: None

↓

SPELL: SOLDIER'S ANTICIPATION
Function: Parry
Value: 5%
Target: Self
Duration: 1:00 min
Power Cost: 10
Casting Time: Instant
Recast Time: 5:00 min

↓

SPELL: SURGE OF CHAOS
Function: Damage Add
Damage: 5.0
Target: Self
Duration: 1:00 min
Power Cost: 20
Casting Time: Instant
Recast Time: 5:00 min

↓

SPELL: DAMAGE WARD
Function: Melee Absorption
Value: 5
Target: Self
Duration: 1:00 min
Power Cost: 30
Casting Time: Instant
Recast Time: 5:00 min

↓

SPELL: SOLDIER'S RETALIATION
Function: Parry
Value: 11%
Target: Self
Duration: 1:00 min
Power Cost: 15
Casting Time: Instant
Recast Time: 5:00 min

STYLE: RETALIATION
Weapon Type: Any
Opening: You Block
Target Effect: Champion's Fire
Fatigue Cost: Medium
Damage: High
To-Hit Bonus: Low Bonus
Defense Bonus: None

↓

STYLE: FOE SPLITTER
Weapon Type: Any
Opening: None
Target Effect: DeTaunt
Fatigue Cost: Medium
Damage: High
To-Hit Bonus: None
Defense Bonus: Low Bonus

STYLE: ANTICIPATION
Weapon Type: Any
Opening: You Parry
Target Effect: Champion's Fire
Fatigue Cost: Medium
Damage: High
To-Hit Bonus: Low Bonus
Defense Bonus: None

↓

STYLE: CONCUSS
Weapon Type: Any
Opening: Anticipation
Target Effect: Slowed
Fatigue Cost: Medium
Damage: High
To-Hit Bonus: Med Bonus
Defense Bonus: None

↓

STYLE: SHIELD BLUDGEON
Weapon Type: Shield
Opening: None
Fatigue Cost: Medium
Damage: Medium
To-Hit Bonus: Low Bonus
Defense Bonus: Med Bonus

↓

SPELL: SUPPRESS WOUNDS
Function: Suppression
Absorption: 100%
Value: 150
Target: Self
Duration: 1:00 min
Power Cost: 30
Casting Time: Instant
Recast Time: 5:00 min

↓

SPELL: FOCUSED WILL
Function: Mesmerize Duration Reduction
Value: 10%
Target: Self
Duration: 1:00 min
Power Cost: 30
Casting Time: Instant
Recast Time: 5:00 min

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Way of Stealth

STYLE: HIND STRIKE
- **Weapon Type:** Any
- **Opening:** Position, Back
- **Fatigue Cost:** High
- **Damage:** High
- **To-Hit Bonus:** High Bonus
- **Defense Bonus:** None

↓

STYLE: SPINE CRACK
- **Weapon Type:** Any
- **Opening:** Position, Back
- **Target Effect:** Champion's Flame
- **Fatigue Cost:** Medium
- **Damage:** Medium
- **To-Hit Bonus:** Low Bonus
- **Defense Bonus:** None

↓

STYLE: RUPTURE FEINT
- **Weapon Type:** Any
- **Opening:** Hind Strike
- **Target Effect:** Bleeding
- **Fatigue Cost:** Medium
- **Damage:** High
- **To-Hit Bonus:** Low Bonus
- **Defense Bonus:** None

↓

SPELL: SUPPRESS WOUNDS
- **Function:** Suppression
- **Absorption:** 100%
- **Value:** 150
- **Target:** Self
- **Duration:** 1:00 min
- **Power Cost:** 30
- **Casting Time:** Instant
- **Recast Time:** 5:00 min

↓

SPELL: RENEWED SPIRIT
- **Function:** Endurance Regen
- **Value:** 1
- **Target:** Self
- **Duration:** 2:00 min
- **Power Cost:** 30
- **Casting Time:** Instant
- **Recast Time:** 5:00 min

STYLE: LATERAL ASSAULT
- **Weapon Type:** Any
- **Opening:** Position, Side
- **Fatigue Cost:** High
- **Damage:** High
- **To-Hit Bonus:** High Bonus
- **Defense Bonus:** None

↓

SPELL: FADED QUICKNESS
- **Function:** Evade
- **Value:** 5%
- **Target:** Self
- **Duration:** 1:00 min
- **Power Cost:** 10
- **Casting Time:** Instant
- **Recast Time:** 5:00 min

↓

STYLE: FLANKING BLOW
- **Weapon Type:** Any
- **Opening:** Position, Side
- **Target Effect:** Champion's Flame
- **Fatigue Cost:** Medium
- **Damage:** Medium
- **To-Hit Bonus:** Low Bonus
- **Defense Bonus:** None

↓

STYLE: GOUGE FEINT
- **Weapon Type:** Any
- **Opening:** Lateral Assault
- **Target Effect:** Bleeding
- **Fatigue Cost:** Medium
- **Damage:** High
- **To-Hit Bonus:** Low Bonus
- **Defense Bonus:** None

↓

SPELL: FADED NIMBLENESS
- **Function:** Evade
- **Value:** 11%
- **Target:** Self
- **Duration:** 1:00 min
- **Power Cost:** 15
- **Casting Time:** Instant
- **Recast Time:** 5:00 min

STYLE: BACKFIRE
- **Weapon Type:** Any
- **Opening:** Target Blocks
- **Target Effect:** Champion's Fire
- **Fatigue Cost:** Medium
- **Damage:** Medium
- **To-Hit Bonus:** Med Bonus
- **Defense Bonus:** None

↓

STYLE: KICKBACK
- **Weapon Type:** Any
- **Opening:** Backfire
- **Target Effect:** Slowed
- **Fatigue Cost:** Medium
- **Damage:** High
- **To-Hit Bonus:** Low Bonus
- **Defense Bonus:** None

STYLE: RECOIL
- **Weapon Type:** Any
- **Opening:** Target Parries
- **Target Effect:** Champion's Fire
- **Fatigue Cost:** Medium
- **Damage:** Medium
- **To-Hit Bonus:** Med Bonus
- **Defense Bonus:** None

↓

STYLE: COUNTER ASSAULT
- **Weapon Type:** Any
- **Opening:** Recoil
- **Target Effect:** Slowed
- **Fatigue Cost:** Medium
- **Damage:** High
- **To-Hit Bonus:** Low Bonus
- **Defense Bonus:** None

↓

SPELL: GRACEFUL FALL
- **Function:** Weight of a Feather
- **Value:** 15% Less Damage
- **Target:** Self
- **Duration:** 30 sec
- **Casting Time:** Instant
- **Recast Time:** 5:00 min

↓

SPELL: MINOR DISSONANCE
- **Function:** Direct Damage
- **Damage:** 50
- **Target:** Targeted
- **Power Cost:** 9
- **Casting Time:** 3.5 sec
- **Damage:** Body

↓

SPELL: ANTIVENOM
- **Function:** Resistance Enhancement
- **Resist Body:** 10%
- **Target:** Self
- **Duration:** 1:00 min
- **Power Cost:** 24
- **Casting Time:** 3.5 sec
- **Recast Time:** 5:00 min

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Way of Nature

SPELL: LESSER REVIGORATION
Function: Heal
Value: 50
Target: Realm
Range: 2,000
Power Cost: 9
Casting Time: 2.2 sec

SPELL: LESSER REGROWTH
Function: Heal
Value: 100
Target: Realm
Range: 2,000
Power Cost: 18
Casting Time: 2.8 sec

SPELL: MINOR SOLAR REVIGORATION
Function: Health Regen
Value: 8
Target: Self
Concentration Cost: 7
Casting Time: 3.0 sec

SPELL: CURE POISON
Function: Cure Poison
Target: Realm
Range: 1,500
Power Cost: 8%
Casting Time: 4.2 sec

SPELL: CURE DISEASE
Function: Cure Disease
Target: Realm
Range: 1,500
Power Cost: 8%
Casting Time: 4.2 sec

SPELL: LESSER GROUP REVIGORATION
Function: Heal
Value: 60
Target: Group
Range: 2,000
Power Cost: 19
Casting Time: 2.6 sec

SPELL: LESSER GROUP REGROWTH
Function: Heal
Value: 75
Target: Group
Range: 2,000
Power Cost: 22
Casting Time: 2.6 sec

SPELL: SHIELD OF THE SOUL
Function: Resistance Enhancement
Body/Spirit/Energy: 10
Target: Realm
Range: 1,000
Duration: 10:00 min
Power Cost: 24
Casting Time: 3.5 sec

SPELL: SHIELD OF THE ELEMENTS
Function: Resistance Enhancement
Heat/Cold/Matter: 10
Target: Realm
Range: 1,000
Duration: 10:00 min
Power Cost: 24
Casting Time: 3.5 sec

SPELL: SHIELD OF WAR
Function: Resistance Enhancement
Crush/Slash/Thrust: 10
Target: Self
Duration: 1:00 min
Power Cost: 24
Casting Time: Instant
Recast Time: 5:00 min

SPELL: MINOR BARK SHELL
Function: Shield
Value: 30
Target: Realm
Range: 1,000
Concentration Cost: 15
Casting Time: 3.0 sec

SPELL: DEXTERITY OF THE RAT
Function: Stat Enhancement
Dexterity Bonus: 26
Target: Realm
Range: 1,000
Concentration Cost: 11
Casting Time: 3.0 sec

SPELL: MINOR REDWOOD STRENGTH
Function: Stat Enhancement
Str Bonus: 26
Target: Realm
Range: 1,000
Concentration Cost: 11
Casting Time: 3.0 sec

SPELL: REDWOOD'S FORTITUDE
Function: Stat Enhancement
Con Bonus: 26
Target: Realm
Range: 1,000
Concentration Cost: 11
Casting Time: 3.0 sec

SPELL: STRENGTH OF THE WOODLANDS
Function: Improved Stat Enhancement
Str/Con Bonus: 30
Target: Realm
Range: 1,000
Concentration Cost: 14
Casting Time: 3.0 sec

SPELL: THUNDER'S DANCE
Function: Improved Stat Enhancement
Dex/Qui Bonus: 30
Target: Realm
Range: 1,000
Concentration Cost: 14
Casting Time: 3.0 sec

SPELL: NATURE'S FARSIGHT
Function: Improved Stat Enhancement
Acuity Bonus: 20
Target: Realm
Range: 1,000
Concentration Cost: 7
Casting Time: 3.0 sec

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Way of Magic

SPELL: MINOR SHADOWSTRIKE
Function: Direct Damage
Damage: 50
Target: Targeted
Range: 1,500
Power Cost: 9
Casting Time: 2.5 sec
Damage: Cold

↓

SPELL: SHADOWSTRIKE
Function: Direct Damage
Damage: 70
Target: Targeted
Range: 1,500
Power Cost: 11
Casting Time: 2.5 sec
Damage: Cold

↓

SPELL: NULL ZEPHYR
Function: Direct Damage
Damage: 50
Target: Targeted
Range: 1,500
Power Cost: 10
Casting Time: 2.5 sec
Radius: 350
Damage: Cold

↓

SPELL: GREATER NULL ZEPHYR
Function: Direct Damage
Damage: 70
Target: Targeted
Range: 1,500
Power Cost: 12
Casting Time: 2.5 sec
Radius: 350
Damage: Cold

↓

SPELL: ABROGATE BOLT
Function: Bolt
Damage: 95
Target: Targeted
Range: 1,500
Power Cost: 12
Casting Time: 3.0 sec
Recast Time: 30 sec
Damage: Cold

SPELL: MINOR KINETIC BLAST
Function: Direct Damage
Damage: 50
Target: Targeted
Range: 1,500
Power Cost: 9
Casting Time: 2.5 sec
Damage: Energy

↓

SPELL: KINETIC BLAST
Function: Direct Damage
Damage: 70
Target: Targeted
Range: 1,500
Power Cost: 11
Casting Time: 2.5 sec
Damage: Energy

↓

SPELL: KINETIC THRALL
Function: Damage/Speed Decrease
Speed Decrease: 35%
Damage: 50
Target: Targeted
Range: 1,000
Duration: 30 sec
Power Cost: 11
Casting Time: 3.0 sec
Radius: 350
Damage: Energy

↓

SPELL: STORM OF APOCALYPSE
Function: Cloud
Damage: 50
Target: Area
Range: 1,000
Power Cost: 10
Casting Time: 3.0 sec
Recast Time: 6 sec
Radius: 350
Damage: Energy

↓

SPELL: DISENCHANTING EXPLOSION
Function: Direct Damage
Damage: 120
Target: Point-Blank Area
Power Cost: 12
Casting Time: 3.0 sec
Radius: 250
Damage: Energy

SPELL: SUN FIRE
Function: Direct Damage
Damage: 50
Target: Targeted
Range: 1,500
Power Cost: 9
Casting Time: 2.5 sec
Damage: Heat

↓

SPELL: SUN FLARE
Function: Direct Damage
Damage: 70
Target: Targeted
Range: 1,500
Power Cost: 11
Casting Time: 2.5 sec
Damage: Heat

↓

SPELL: GLINTED ARMS
Function: Damage Add
Damage: 5.0
Target: Realm
Range: 1,000
Duration: 10:00 min
Power Cost: 12
Casting Time: 2.0 sec

↓

SPELL: AURA OF REPERCUSSION
Function: Damage Shield
Damage: 2.4
Target: Realm
Range: 1,000
Duration: 10:00 min
Power Cost: 12
Casting Time: 3.0 sec

↓

SPELL: CHAOTIC AFFLICTION
Function: Disease
Target: Targeted
Range: 1,500
Duration: 30 sec
Power Cost: 5
Casting Time: 2.0 sec
Damage: Body

SPELL: MIND FLASH
Function: Direct Damage
Damage: 50
Target: Targeted
Range: 1,500
Power Cost: 9
Casting Time: 2.5 sec
Damage: Body

↓

SPELL: MIND COLLISION
Function: Direct Damage
Damage: 70
Target: Targeted
Range: 1,500
Power Cost: 11
Casting Time: 2.5 sec
Damage: Body

SPELL: ACIDIC MIST
Function: Damage over Time
Damage per Tick: 35
Target: Targeted
Range: 1,500
Duration: 20 sec
Frequency: 5.0 sec
Power Cost: 12
Casting Time: 2.0 sec
Damage: Matter

↓

SPELL: ACIDIC FOG
Function: Damage over Time
Damage per Tick: 40
Target: Targeted
Range: 1,500
Duration: 20 sec
Frequency: 5.0 sec
Power Cost: 18
Casting Time: 2.0 sec
Damage: Matter

↓

SPELL: ACIDIC CLOUD
Function: Damage over Time
Damage per Tick: 40
Target: Targeted
Range: 1,000
Duration: 20 sec
Frequency: 5.0 sec
Power Cost: 20
Casting Time: 2.0 sec
Radius: 350
Damage: Matter

↓

SPELL: MELT SPIRIT
Function: Damage over Time
Damage per Tick: 35
Target: Targeted
Range: 1,500
Duration: 20 sec
Frequency: 8.0 sec
Power Cost: 12
Casting Time: 2.0 sec
Damage: Matter

↓

SPELL: DEGRADE SPIRIT
Function: Damage over Time
Damage per Tick: 40
Target: Targeted
Range: 1,500
Duration: 20 sec
Frequency: 8.0 sec
Power Cost: 18
Casting Time: 2.0 sec
Damage: Matter

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Way of the Grove

SPELL: SPIRIT OF PAIN
Function: Direct Damage
Damage: 50
Target: Targeted
Range: 1,500
Power Cost: 9
Casting Time: 2.5 sec
Damage: Body

SPELL: SPIRIT OF IRE
Function: Direct Damage
Damage: 70
Target: Targeted
Range: 1,500
Power Cost: 11
Casting Time: 2.5 sec
Damage: Body

SPELL: CLUSTER OF MALCONTENT
Function: Direct Damage
Damage: 50
Target: Targeted
Range: 1,500
Power Cost: 10
Casting Time: 2.5 sec
Radius: 350
Damage: Body

SPELL: MINOR WISP EMBER
Function: Damage w/Resist Decrease
Damage: 50
Resist Decrease (Body): 10%
Target: Targeted
Range: 1,000
Power Cost: 12
Casting Time: 2.5 sec
Damage: Body

SPELL: WIDESPREAD WISP EMBER
Function: Damage w/Resist Decrease
Damage: 50
Resist Decrease (Body): 10%
Target: Targeted
Range: 1,000
Power Cost: 15
Casting Time: 2.5 sec
Radius: 350
Damage: Body

SPELL: THORN CLIP
Function: Damage/ Speed Decrease
Speed Decrease: 35%
Damage: 50
Target: Targeted
Range: 1,000
Duration: 30 sec
Power Cost: 12
Casting Time: 3.0 sec
Damage: Matter

SPELL: THORN CANTER
Function: Damage/ Speed Decrease
Speed Decrease: 35%
Damage: 60
Target: Targeted
Range: 1,000
Duration: 30 sec
Power Cost: 15
Casting Time: 3.0 sec
Damage: Matter

SPELL: CIRCLE OF THORNS
Function: Damage/ Speed Decrease
Speed Decrease: 35%
Damage: 50
Target: Targeted
Range: 1,000
Duration: 30 sec
Power Cost: 13
Casting Time: 3.0 sec
Radius: 350
Damage: Matter

SPELL: FIELD OF THORNS
Function: Damage/ Speed Decrease
Speed Decrease: 35%
Damage: 65
Target: Targeted
Range: 1,000
Duration: 30 sec
Power Cost: 13
Casting Time: 3.0 sec
Radius: 350
Damage: Matter

SPELL: THORN BARRAGE
Function: Direct Damage
Damage: 120
Target: Point-Blank Area
Power Cost: 15
Casting Time: 3.0 sec
Radius: 250
Damage: Matter

SPELL: THORNS OF VENGEANCE
Function: Damage Shield
Damage: 2.4
Target: Self
Range: 1,000
Duration: 10:00 min
Power Cost: 12
Casting Time: 3.0 sec

SPELL: THORNS OF RETRIBUTION
Function: Damage Shield
Damage: 4.0
Target: Self
Range: 1,000
Duration: 10:00 min
Power Cost: 12
Casting Time: 3.0 sec

SPELL: NATURE'S BOON
Function: Haste
Value: 10%
Target: Self
Duration: 10:00 min
Power Cost: 12
Casting Time: 3.0 sec

SPELL: MINOR SUBVERT STRENGTH
Function: Stat Decrease
Strength Penalty: 25
Target: Targeted
Range: 1,500
Duration: 1:00 min
Power Cost: 10
Casting Time: 2.0 sec
Damage: Matter

SPELL: MINOR SUBVERT WILL
Function: Stat Decrease
Str/Con Penalty: 40
Target: Targeted
Range: 1,500
Duration: 1:00 min
Power Cost: 10
Casting Time: 2.0 sec
Damage: Matter

SPELL: WIDESPREAD SUBVERTED WILL
Function: Stat Decrease
Str/Con Penalty: 40
Target: Targeted
Range: 1,500
Duration: 30 sec
Power Cost: 18
Casting Time: 2.0 sec
Radius: 250
Damage: Matter

SPELL: DEBT OF LIFE
Function: Lifedrain
Damage: 70
Health Returned: 20%
Target: Targeted
Range: 1,500
Power Cost: 12
Casting Time: 2.5 sec
Damage: Body

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Midgard Subclassing Abilities

Viking

STYLE: TENACITY
Weapon Type: Any
Opening: None
Fatigue Cost: Medium
Damage: High
To-Hit Bonus: High Bonus
Defense Bonus: None

↓

STYLE: ONSLAUGHT
Weapon Type: Any
Opening: Tenacity
Target Effect: Bleeding
Fatigue Cost: Medium
Damage: Medium
To-Hit Bonus: Low Bonus
Defense Bonus: None

↓

STYLE: VENGENANCE
Weapon Type: Any
Opening: Tenacity
Target Effect: Slowed
Fatigue Cost: Medium
Damage: Medium
To-Hit Bonus: Low Bonus
Defense Bonus: None

↓

SPELL: HARDENED SOUL
Function: Shield
Value: 60
Target: Self
Duration: 2:00 min
Power Cost: 30
Casting Time: Instant
Recast Time: 5:00 min

↓

SPELL: RENEWED SPIRIT
Function: Endurance Regen
Value: 1
Target: Self
Duration: 2:00 min
Power Cost: 30
Casting Time: Instant
Recast Time: 5:00 min

STYLE: RESILIENCE
Weapon Type: Any
Opening: None
Target Effect: Champion's Flame
Fatigue Cost: High
Damage: Medium
To-Hit Bonus: Low Bonus
Defense Bonus: None

↓

SPELL: SOLDIER'S ANTICIPATION
Function: Parry
Value: 5%
Target: Self
Duration: 1:00 min
Power Cost: 10
Casting Time: Instant
Recast Time: 5:00 min

↓

SPELL: SURGE OF CHAOS
Function: Damage Add
Damage: 5.0
Target: Self
Duration: 1:00 min
Power Cost: 20
Casting Time: Instant
Recast Time: 5:00 min

↓

SPELL: DAMAGE WARD
Function: Melee Absorption
Value: 5
Target: Self
Duration: 1:00 min
Power Cost: 30
Casting Time: Instant
Recast Time: 5:00 min

↓

SPELL: SOLDIER'S RETALIATION
Function: Parry
Value: 11%
Target: Self
Duration: 1:00 min
Power Cost: 15
Casting Time: Instant
Recast Time: 5:00 min

STYLE: RETALIATION
Weapon Type: Any
Opening: You Block
Target Effect: Champion's Fire
Fatigue Cost: Medium
Damage: High
To-Hit Bonus: Low Bonus
Defense Bonus: None

↓

STYLE: FOE SPLITTER
Weapon Type: Any
Opening: None
Target Effect: DeTaunt
Fatigue Cost: Medium
Damage: High
To-Hit Bonus: None
Defense Bonus: Low Bonus

STYLE: ANTICIPATION
Weapon Type: Any
Opening: You Parry
Target Effect: Champion's Fire
Fatigue Cost: Medium
Damage: High
To-Hit Bonus: Low Bonus
Defense Bonus: None

↓

STYLE: CONCUSS
Weapon Type: Any
Opening: Anticipation
Target Effect: Slowed
Fatigue Cost: Medium
Damage: High
To-Hit Bonus: Med Bonus
Defense Bonus: None

↓

STYLE: SHIELD BLUDGEON
Weapon Type: Shield
Opening: None
Fatigue Cost: Medium
Damage: Medium
To-Hit Bonus: Low Bonus
Defense Bonus: Med Bonus

↓

SPELL: SUPPRESS WOUNDS
Function: Suppression
Absorption: 100%
Value: 150
Target: Self
Duration: 1:00 min
Power Cost: 30
Casting Time: Instant
Recast Time: 5:00 min

↓

SPELL: FOCUSED WILL
Function: Mesmerize Duration Reduction
Value: 10%
Target: Self
Duration: 1:00 min
Power Cost: 30
Casting Time: Instant
Recast Time: 5:00 min

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Rogue

STYLE: HIND STRIKE
Weapon Type: Any
Opening: Position, Back
Fatigue Cost: High
Damage: High
To-Hit Bonus: High Bonus
Defense Bonus: None

↓

STYLE: SPINE CRACK
Weapon Type: Any
Opening: Position, Back
Target Effect: Champion's Flame
Fatigue Cost: Medium
Damage: Medium
To-Hit Bonus: Low Bonus
Defense Bonus: None

↓

STYLE: RUPTURE FEINT
Weapon Type: Any
Opening: Hind Strike
Target Effect: Bleeding
Fatigue Cost: Medium
Damage: High
To-Hit Bonus: Low Bonus
Defense Bonus: None

↓

SPELL: SUPPRESS WOUNDS
Function: Suppression
Absorption: 100%
Value: 150
Target: Self
Duration: 1:00 min
Power Cost: 30
Casting Time: Instant
Recast Time: 5:00 min

↓

SPELL: RENEWED SPIRIT
Function: Endurance Regen
Value: 1
Target: Self
Duration: 2:00 min
Power Cost: 30
Casting Time: Instant
Recast Time: 5:00 min

STYLE: LATERAL ASSAULT
Weapon Type: Any
Opening: Position, Side
Fatigue Cost: High
Damage: High
To-Hit Bonus: High Bonus
Defense Bonus: None

↓

SPELL: FADED QUICKNESS
Function: Evade
Value: 5%
Target: Self
Duration: 1:00 min
Power Cost: 10
Casting Time: Instant
Recast Time: 5:00 min

↓

STYLE: FLANKING BLOW
Weapon Type: Any
Opening: Position, Side
Target Effect: Champion's Flame
Fatigue Cost: Medium
Damage: Medium
To-Hit Bonus: Low Bonus
Defense Bonus: None

↓

STYLE: GOUGE FEINT
Weapon Type: Any
Opening: Lateral Assault
Target Effect: Bleeding
Fatigue Cost: Medium
Damage: High
To-Hit Bonus: Low Bonus
Defense Bonus: None

↓

SPELL: FADED NIMBLENESS
Function: Evade
Value: 11%
Target: Self
Duration: 1:00 min
Power Cost: 15
Casting Time: Instant
Recast Time: 5:00 min

STYLE: BACKFIRE
Weapon Type: Any
Opening: Target Blocks
Target Effect: Champion's Fire
Fatigue Cost: Medium
Damage: Medium
To-Hit Bonus: Med Bonus
Defense Bonus: None

↓

STYLE: KICKBACK
Weapon Type: Any
Opening: Backfire
Target Effect: Slowed
Fatigue Cost: Medium
Damage: High
To-Hit Bonus: Low Bonus
Defense Bonus: None

STYLE: RECOIL
Weapon Type: Any
Opening: Target Parries
Target Effect: Champion's Fire
Fatigue Cost: Medium
Damage: Medium
To-Hit Bonus: Med Bonus
Defense Bonus: None

↓

STYLE: COUNTER ASSAULT
Weapon Type: Any
Opening: Recoil
Target Effect: Slowed
Fatigue Cost: Medium
Damage: High
To-Hit Bonus: Low Bonus
Defense Bonus: None

↓

SPELL: GRACEFUL FALL
Function: Weight of a Feather
Value: 15% Less Damage
Target: Self
Duration: 30 sec
Casting Time: Instant
Recast Time: 5:00 min

↓

SPELL: BADGER'S PELT
Function: Shield
Damage: 30
Target: Self
Duration: 20:00 min
Power Cost: 34
Casting Time: 3.0 sec

↓

SPELL: ANTIVENOM
Function: Resistance Enhancement
Resist Body: 10%
Target: Self
Duration: 1:00 min
Power Cost: 24
Casting Time: 3.5 sec
Recast Time: 5:00 min

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Seer

SPELL: LESSER RECOVERY
Function: Heal
Value: 50
Target: Realm
Range: 2,000
Power Cost: 9
Casting Time: 2.2 sec

SPELL: LESSER REPARATION
Function: Heal
Value: 100
Target: Realm
Range: 2,000
Power Cost: 18
Casting Time: 2.8 sec

SPELL: INFUSE ELIXIR
Function: Health Regen
Value: 65
Target: Realm
Range: 1,000
Duration: 30 sec
Power Cost: 18
Casting Time: 3.0 sec

SPELL: CURE POISON
Function: Cure Poison
Target: Realm
Range: 1,500
Power Cost: 8%
Casting Time: 4.2 sec

SPELL: CURE DISEASE
Function: Cure Disease
Target: Realm
Range: 1,500
Power Cost: 8%
Casting Time: 4.2 sec

SPELL: LESSER GROUP RECOVERY
Function: Heal
Value: 60
Target: Group
Range: 2,000
Power Cost: 19
Casting Time: 2.6 sec

SPELL: LESSER GROUP REPARATION
Function: Heal
Value: 60
Target: Group
Range: 2,000
Power Cost: 19
Casting Time: 2.6 sec

SPELL: SHIELD OF THE SOUL
Function: Resistance Enhancement
Body/Spirit/Energy: 10
Target: Realm
Range: 1,000
Duration: 10:00 min
Power Cost: 24
Casting Time: 3.5 sec

SPELL: SHIELD OF THE ELEMENTS
Function: Resistance Enhancement
Heat/Cold/Matter: 10
Target: Realm
Range: 1,000
Duration: 10:00 min
Power Cost: 24
Casting Time: 3.5 sec

SPELL: SHIELD OF WAR
Function: Resistance Enhancement
Crush/Slash/Thrust: 5
Target: Self
Duration: 1:00 min
Power Cost: 24
Casting Time: Instant
Recast Time: 5:00 min

SPELL: GUARDIAN'S ARMOR
Function: Shield
Value: 30
Target: Realm
Range: 1,000
Concentration Cost: 15
Casting Time: 3.0 sec

SPELL: DEFLECTION
Function: Stat Enhancement
Dexterity Bonus: 26
Target: Realm
Range: 1,000
Concentration Cost: 11
Casting Time: 3.0 sec

SPELL: ENERGY OF THE VIKING
Function: Stat Enhancement
Str Bonus: 26
Target: Realm
Range: 1,000
Concentration Cost: 11
Casting Time: 3.0 sec

SPELL: EXAGGERATE FITNESS
Function: Stat Enhancement
Con Bonus: 26
Target: Realm
Range: 1,000
Concentration Cost: 11
Casting Time: 3.0 sec

SPELL: SINEW OF THE DEEP
Function: Improved Stat Enhancement
Str/Con Bonus: 30
Target: Realm
Range: 1,000
Concentration Cost: 14
Casting Time: 3.0 sec

SPELL: SHADOW'S GUIDE
Function: Improved Stat Enhancement
Dex/Qui Bonus: 30
Target: Realm
Range: 1,000
Concentration Cost: 14
Casting Time: 3.0 sec

SPELL: ACUITY OF THE DEEP
Function: Improved Stat Enhancement
Acuity Bonus: 20
Target: Realm
Range: 1,000
Concentration Cost: 7
Casting Time: 3.0 sec

SPELL: FORCE OF THE ABYSS
Function: Damage Shield
Damage: 2.4
Target: Realm
Range: 1,000
Duration: 10:00 min
Power Cost: 12
Casting Time: 3.0 sec

SPELL: FUNGAL DIFFUSION
Function: Damage over Time
Damage per Tick: 40
Target: Targeted
Range: 1,500
Duration: 20 sec
Frequency: 5.0 sec
Power Cost: 18
Casting Time: 2.0 sec
Damage: Matter

SPELL: SPORE SCATTER
Function: Damage over Time
Damage per Tick: 40
Target: Targeted
Range: 1,000
Duration: 20 sec
Frequency: 5.0 sec
Power Cost: 20
Casting Time: 2.0 sec
Radius: 350
Damage: Matter

SPELL: DISEASE SPORES
Function: Disease
Target: Targeted
Range: 1,500
Duration: 30 sec
Power Cost: 5
Casting Time: 2.0 sec
Damage: Body

SPELL: DISEASE CLOUD
Function: Disease
Target: Targeted
Range: 1,000
Duration: 30 sec
Power Cost: 5
Casting Time: 2.0 sec
Radius: 250
Damage: Body

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Mystic

SPELL: GLOOM DART
Function: Direct Damage
Damage: 50
Target: Targeted
Range: 1,500
Power Cost: 9
Casting Time: 2.5 sec
Damage: Cold

SPELL: MAJOR GLOOM DART
Function: Direct Damage
Damage: 70
Target: Targeted
Range: 1,500
Power Cost: 11
Casting Time: 2.5 sec
Damage: Cold

SPELL: RAVEN BLAST
Function: Damage w/Resist Decrease
Damage: 50
Resist Decrease (Cold): 10%
Target: Targeted
Range: 1,000
Power Cost: 12
Casting Time: 2.5 sec
Damage: Cold

SPELL: MINOR RAVEN HORDE
Function: Damage w/Resist Decrease
Damage: 50
Resist Decrease (Cold): 10%
Target: Targeted
Range: 1,000
Power Cost: 15
Casting Time: 2.5 sec
Radius: 350
Damage: Cold

SPELL: DARKENED RUNEBOLT
Function: Bolt
Damage: 95
Target: Targeted
Range: 1,500
Power Cost: 12
Casting Time: 3.0 sec
Recast Time: 30 sec
Damage: Cold

SPELL: SPIRIT BURST
Function: Direct Damage
Damage: 50
Target: Targeted
Range: 1,500
Power Cost: 9
Casting Time: 2.5 sec
Damage: Spirit

SPELL: SPIRIT BLAST
Function: Direct Damage
Damage: 50
Target: Targeted
Range: 1,500
Power Cost: 9
Casting Time: 2.5 sec
Damage: Spirit

SPELL: SOUL ENTRAPMENT
Function: Damage/Speed Decrease
Speed Decrease: 35%
Damage: 50
Target: Targeted
Range: 1,000
Duration: 30 sec
Power Cost: 12
Casting Time: 3.0 sec
Damage: Spirit

SPELL: SOUL THRALL
Function: Damage/Speed Decrease
Speed Decrease: 35%
Damage: 50
Target: Targeted
Range: 1,000
Duration: 30 sec
Power Cost: 11
Casting Time: 3.0 sec
Radius: 350
Damage: Spirit

SPELL: SOUL ERUPTION
Function: Direct Damage
Damage: 120
Target: Point-Blank Area
Power Cost: 12
Casting Time: 3.0 sec
Radius: 250
Damage: Spirit

SPELL: WALL OF DARKNESS
Function: Stat Decrease
Dexterity Penalty: 25
Target: Targeted
Range: 1,500
Duration: 1:00 min
Power Cost: 10
Casting Time: 2.0 sec
Damage: Matter

SPELL: DULL VISION
Function: Stat Decrease
Dex/Qui Penalty: 40
Target: Targeted
Range: 1,500
Duration: 1:00 min
Power Cost: 10
Casting Time: 2.0 sec
Damage: Matter

SPELL: RUIN STRENGTH
Function: Stat Decrease
Str Penalty: 25
Target: Targeted
Range: 1,500
Duration: 1:00 min
Power Cost: 10
Casting Time: 2.0 sec
Damage: Matter

SPELL: ERODE STRENGTH
Function: Stat Decrease
Str/Con Penalty: 40
Target: Targeted
Range: 1,500
Duration: 1:00 min
Power Cost: 10
Casting Time: 2.0 sec
Damage: Matter

SPELL: RUNE OF ANGUISH
Function: Damage Add
Damage: 5.0
Target: Realm
Range: 1,000
Duration: 10:00 min
Power Cost: 12
Casting Time: 2.0 sec

SPELL: OFFERING OF THE FALLEN
Function: Damage Shield
Damage: 2.4
Target: Realm
Range: 1,000
Duration: 10:00 min
Power Cost: 12
Casting Time: 3.0 sec

SPELL: CHOKE LIFEFORCE
Function: Lifedrain
Damage: 70
Health Returned: 20%
Target: Targeted
Range: 1,500
Power Cost: 12
Casting Time: 3.5 sec
Damage: Body

SPELL: DELIQUESCE BONES
Function: Damage over Time
Damage per Tick: 35
Target: Targeted
Range: 1,500
Duration: 20 sec
Frequency: 5.0 sec
Power Cost: 12
Casting Time: 2.0 sec
Damage: Matter

SPELL: DELIQUESCE SKELETON
Function: Damage over Time
Damage per Tick: 40
Target: Targeted
Range: 1,500
Duration: 20 sec
Frequency: 5.0 sec
Power Cost: 18
Casting Time: 2.0 sec
Damage: Matter

SPELL: CLOUD OF CORRUPTION
Function: Damage over Time
Damage per Tick: 30
Target: Targeted
Range: 1,000
Duration: 20 sec
Frequency: 5.0 sec
Power Cost: 20
Casting Time: 2.0 sec
Radius: 350
Damage: Matter

SPELL: CLOUD OF CORROSION
Function: Damage over Time
Damage per Tick: 40
Target: Targeted
Range: 1,000
Duration: 20 sec
Frequency: 5.0 sec
Power Cost: 20
Casting Time: 2.0 sec
Radius: 350
Damage: Matter

SPELL: MARK OF CHAOS
Function: Cloud
Damage: 50
Target: Area
Range: 1,000
Power Cost: 10
Casting Time: 2.5 sec
Recast Time: 6 sec
Radius: 350
Damage: Energy

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Mounts

At long last mounts have been added in *Dark Age of Camelot*, giving mobility to all classes who desire it. Horses come in a variety of options ranging from basic mounts that anyone can get, to advanced and epic mounts that require *Darkness Rising* activation and Champion Level pre-reqs. The highest level mounts are called steeds, and these require that you complete the appropriate Champion Level. While mounts cannot actually fight, they can be dressed up in barding and armor for purely decorative purposes.

General Player-Controlled Horse Guidelines (Basic and Advanced)

- *Players can summon a horse upon completion of the level 35 Basic Mount quest or upon purchasing an advanced mount.*
- *To summon a mount, follow these steps: Open the mount interface by clicking on "Mount" on the character tab. Place the horse to be summoned in the "Active" slot. Make a hotkey on your toolbar for the mount by selecting the mount in the Active slot then left-clicking on an empty slot in the toolbar. Click on this hotkey to summon the horse.*
- *Horses cannot be summoned while in combat.*
- *Horses cannot be traded.*
- *Players may not summon a horse while shape shifted, with the exceptions of Bainshee and Necromancers.*
- *Players can obtain unlimited horses, though only one can be active at a time.*
- *Mounted players can use their endurance pool to sprint in the same fashion as non-mounted players.*
- *Horses can be ridden in deep water; however players cannot go below the surface while mounted.*
- *Players will be dismounted upon entering a structure or porting.*
- *Horses may be summoned in the housing zones.*

Basic Horses Versus Advanced Horses

Basic Horses

- *The Darkness Rising expansion is required to obtain a basic horse. NOTE: While in testing, players need to have the Darkness Rising expansion to activate a basic horse. This restriction will be removed before Darkness Rising is launched.*
- *Basic horses are available to anyone at level 35. See the quest notes below for more information.*
- *Basic horses travel at a 35 percent increase over standard run speed. Grouping with a class that offers a speed enhancement greater than this increases your speed to match that of the speed enhancement.*
- *Horses cannot be summoned in frontier zones.*
- *Basic horses may not be customized with armor, barding, or saddlebags.*

Advanced Horses

- *Once players have achieved level 45, they are eligible to purchase an advanced horse.*
- *Advanced horses travel at a 50 percent increase over standard run speed. Grouping with a class that offers a speed enhancement greater than this will increase your speed to match that of the speed enhancement.*
- *Unlike basic horses, advanced mounts can be summoned in the frontier zones.*
- *Horses may be named using a /namemount slash command. The horse's name is limited to one word with the first letter only capitalized.*
- *Advanced horses may be customized with armor, barding, and saddlebags. In addition, the barding may be emblemed.*
- *The armor is available only through crafting and is in the metal-working line.*
- *The barding is available only through crafting and is available in the clothworking line.*
- *The saddlebags are available only through crafting and are available in the leatherworking line.*

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Mount Types by Level

Level	Type
Basic (No Expansion Required)	Standard Chestnut Horse
Advanced (*Darkness Rising* Enabled; Champion Levels Required)	Chestnut Horse
Advanced (Champion Level 1 Required)	Gray Horse
	Spotted Horse
	Chocolate Horse
	Bay Horse
Advanced (Champion Level 2 Required)	Black Horse
	Silver Horse
	Palomino Horse
Advanced (Champion Level 3 required)	Chestnut Warhorse
	Gray Warhorse
	Spotted Warhorse
	Bay Warhorse
Advanced (Champion Level 4 Required)	Black Warhorse
	Silver Warhorse
	Palomino Warhorse
	Chocolate Warhorse
Epic Mounts (Champion Level 5 and Quests Required)	Black Unicorn
	Silver Unicorn
	Gray Unicorn
	Rainbow Unicorn
Steeds	Nightmare Steed
	Undead Steed
	Storm Steed
	Ice Steed
	Fire Steed
	Earth Steed

Albion Champion Quests Designer Walkthroughs

Chapter 1: Rebellion

To begin the Champion Quests, you must be at least level 30 and speak to your Guild's leader:

- *Church of Albion/Temple of Arawn: Bishop Kustan in Camelot's cathedral*
- *Defenders of Albion: Sir Amren in the Defenders' headquarters*
- *The Academy: Master Narudos in the Academy complex*
- *Guild of Shadows: Dostram in the Guild of Shadows building*

Your Guild leader describes some of the trouble brewing within the realm and mentions that King Constantine is seeking loyal and courageous subjects to undertake a dangerous mission. If you agree to answer the King's summons, your Guild leader gives you a letter to take to Chamberlain Harlen in the Throne Room. To get into the Throne Room, speak to the King's Royal Guard in front of the gate to the south of Camelot Castle.

Rebellion: Introduction to the Cause

Chamberlain Harlen introduces himself to you and tells you about King Constantine's concerns. A provincial Baron has begun to incite the peasantry to reject the authority of the Crown and have taken to calling themselves the Crimson Rebellion.

Chamberlain Harlen tells you that King Constantine's goal is to undermine the Crimson Rebellion through subterfuge rather than open warfare.

He explains that you will eventually become the throne's agent within the rebel group, but first you must gain a better understanding of them. Harlen dispatches you to Swanton Keep to speak with Captain Herrick about the Crimson Rebellion. During your conversation about the origins and ideology of the rebels, a group of demons flies overhead and begins to assault the keep. After beating back the demon host, Captain Herrick describes his concerns about the demons as well as the growing presence of Crimson Rebellion Missionaries across the land.

After the conversation has ended, you are sent back to the Throne Room to report your findings to the chamberlain. Harlen reassures you about the state of Swanton Keep's defenses and describes the next phase of the king's plan.

Rebellion: Answering the Call

Chamberlain Harlen decides to send you to seek out one of the Crimson Rebellion Missionaries that you spoke about during the last quest. The chamberlain wants to be sure that your character will look the part of a peasant wishing to join the rebellion, so he gives you a sack of coins to purchase some peasant clothing. Seek out Galaris and Lucia Pritchard, who are being evicted from their home in Camelot and speak to them about buying their clothing.

Don the clothing and look for Missionary Alan or Missionary Benjamin inside the buildings of Cotswold. Both missionaries are eager to tell you about their cause. Later in the conversation, you are presented with several options for responding to their dialogue. Select the options that seem to express moderate interest in their cause and they eventually ask you to prove your good faith by performing a task for the rebellion. If one of the missionaries refuses to speak with you further, find the other and begin speaking to him.

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The missionaries ask you to deal with a local bandit leader who has been harassing members of the rebellion. Travel to Black Mountains North and find Blake Gibbs near 4k, 39k in the pass near Llyn Barfog. Return to one of the missionaries after you have defeated him and turn in Blake's head to receive a map showing the location of a secret rebel meeting. Bring the map to the Throne Room and check in with Chamberlain Harlen to complete the quest.

Rebellion: Spreading the Word

In your next conversation with Chamberlain Harlen, he sends you to attend the rebel meeting you learned about from the missionaries in Cotswold. Travel to Gronyr's Farm in Camelot Hills (near 30k, 32k) and interact with Speaker Endred when you're ready for the meeting to commence.

Others approach and listen to Endred's words, but the meeting is interrupted by the guards. Just as he mentions passing out maps to the Crimson Rebellion's recruiter, Speaker Endred is struck down and the observers flee. Take advantage of the chaos and */search* near the hay bales in the barn to recover the map.

Once you receive the map, right click on it and */use* it to reveal the location of recruiter Terrance (31k, 17k in Avalon Marsh). Travel to Terrance's location and hand him the map when he asks for proof of your identity. Terrance discusses the need for discretion and sets two tasks for your character to complete to win membership in the Crimson Rebellion.

The first task is to deal with a marauding shambler named Mruglar. Find him west of the bogman village at 20k, 43k in the Marsh. After you have returned to Terrance with Mruglar's head, the recruiter assigns your second task. He sends you to Cotswold with three scrolls. Select one of these speeches and read it by right clicking on it and typing */use* while standing in town. After giving the speech, return to Terrance's location in Avalon Marsh and he gives you a map to the rebel town of Cragsbluff and a robe to wear when you arrive there. Return to the chamberlain and report before heading to Cragsbluff.

Rebellion: Among the Dissidents

When you speak to the chamberlain again, he tells you that it's time to infiltrate the town of Cragsbluff and determine the Crimson Rebellion's plans. Bring the robe and map that you received from Terrance in the previous quest, or else you won't look the part of a new member.

Don the robe and prepare for your journey. Before leaving the castle, you receive a message that Guardsman Hopewell wishes to speak with you. The guardsman asks you to deliver a message to Sir Quait in Prydwen Keep and then you can set out for Cragsbluff.

Right click on the map in your inventory and */use* it to view directions to the Crimson Rebellion town of Cragsbluff. The pass to the town is in the western part of the Black Mountains North, near the border with Llyn Barfog. Locate Ammalyn Wheeler and speak with her once you arrive in Cragsbluff. She introduces you to the town and gives you the names of some of the important NPCs you need to speak with.

The rebel plans are kept in a locked chest in the house of Mayor Anzorac. To get the key, you must either kill the mayor or drug him into unconsciousness. To get into the mayor's house, you need a good excuse. Visit Cary Cooke and deliver Anzorac's dinner rations when asked. For the nonviolent method, stop by Apothecary Hammond's shop and speak to him to obtain the Powdered Medicine. To drug the food, right click on either item in your inventory and */use* it.

After you've entered Anzorac's house, hand him the drugged food and wait for him to collapse. Then, interact with the unconscious mayor to gain the key to the locked chest. If you have not drugged the food, simply kill the mayor to receive the key. Once you have the key, right click on the chest to receive the plans and prepare to escape from the town. If you have attacked Anzorac, or he awakens, the guards in Cragsbluff become aggressive.

Once you've escaped from Cragsbluff, return to Chamberlain Harlen with the Rebel Plans.

Rebellion: The Race to King's Crossing

Chamberlain Harlen informs you that the king has decided the time has come to launch an attack on the stronghold of the Crimson Rebellion's leader, Baron Phillip Eddington. King Constantine does not wish to brave a full assault on Eddington Keep, but he asks you to assemble a small group of trusted allies and sneak into the castle through a cave leading into the baron's dungeons.

The secret tunnel is located near the remote outpost of King's Crossing, which can be reached through a pass in the northern part of Black Mountains North at location 5k, 10k. After emerging in the Foothills of Albion, continue traveling west until you reach a small town surrounded by crumbled walls. Report to Sergeant Connelly, who tells you of an impending rebel attack on King's Crossing. The sergeant is concerned that his forces cannot handle the attack on their own and requests your help.

Sergeant Connelly asks you to help him decide on a deployment for his troops and he offers you four options. You may tell the sergeant to cluster the guards in the center of town, have them man the gaps in the town's walls, attack the rebels through the breaches in the wall, or divide them between offense and defense. No matter which deployment you select, the sergeant must remain standing and the invaders must be defeated for you to be victorious.

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If the sergeant falls in battle, exit the instance and allow it to reset before attempting the encounter again. Once you have successfully defended the town, speak to Sergeant Connelly to learn the location of the entrance to the baron's dungeons. Travel west out of King's Crossing and up the path to enter the Baron's Gaols. Fight through the defenders and exit on the far side of the tunnels to emerge in the courtyard.

Now, cut a swath through the baron's elite rebel guardsman to confront the baron himself on the top floor of Eddington Keep. After defeating the baron, return to the Chamberlain in the Throne Room to report your victory.

Chapter 2: Conspiracy

Conspiracy: Dark Development

At level 40, you may begin Chapter 2 of the Champion Quest series by speaking with the chamberlain. Harlen fills you in on the developments since the defeat of Baron Eddington, especially the arrival of a strange letter at the Baron's Keep. The letter appears to be from the late baron's benefactor and requests a meeting between one of his representatives and a messenger.

The chamberlain hands you the letter and asks you to read it for directions to the meeting location. Right click on the letter and */use* it to learn that the meeting will take place in an abandoned town in Shrouded Isles, southeast of Avalon City. Travel to the ruined town and meet the Mysterious Messenger in the building located at 42k, 33k. After a brief conversation, the messenger reveals himself as a demon and attacks.

Defeating the messenger yields a sheaf of documents that you need to return to the chamberlain. Back in the Throne Room, the chamberlain discusses the need to consult the realm's foremost demonologist, Anataeus, about the involvement of demons in the Crimson Rebellion.

Harlen sends you to visit Master Narudos in the Academy, with instructions to ask for transportation to Anataeus's Sanctuary. Narudos provides you with a stone that teleports you to your destination. After a brief conversation with a man who appears to be Anataeus, he transforms into a demon. During the battle, Anataeus's apprentice, Kelec, arrives to help you defeat the demon and offers to teleport you back to Camelot to notify the chamberlain.

Chamberlain Harlen, shocked at the infiltration of the demons into Anataeus's order, appeals to Kelec to help learn more about Camelot's new foes. Kelec agrees to perform a ritual known as the Rite of Binding in order to learn more of Anataeus's fate.

Conspiracy: Rite of Binding

Before Kelec can perform the Rite of Binding to summon and interrogate a lesser demon, he must gather the required components. He asks for your help in locating the reagents while he makes other preparations for the ritual.

Kelec gives you a list of five items to gather from various parts of Albion. During the next few quest steps, you need to right click on the List of Reagents and */use* it to learn about the reagent you need.

The first item on the list is a bit of Hallowed Earth that you need to gather by */dig*-ing at location 40k, 48k in Avalon Marsh. After gathering the earth, travel to Cornwall and slay one of the Elder Beeches found throughout the zone for the second reagent. Gather the third reagent from a lake at 54k, 39k in Lyonesse by using the */dig* command. To gather the fourth item on the list, obtain roe from one of the peallaidh found throughout Lyonesse. Pick up the final item from Cornwall Station's healer, Eva Alder.

When you have gathered all the reagents, return to Kelec in Camelot and turn them in. He tells you to meet him in the summoning circle (located at 12k, 45k) on the Salisbury Plains when you are prepared to begin the rite. When Kelec begins the summoning, the demon appears in a gout of lava. After a short exchange with the apprentice, the demon strikes him down and attacks you.

Defeat the demon and return to Camelot with news of Kelec's fate and the information you learned from the demon about Anataeus. When you reveal that Anataeus is being held captive by the summoned demon's master, he looks to Master Narudos for help in drawing up a plan to rescue the demonologist.

Conspiracy: Forging the Key

Chamberlain Harlen discusses the need to free Anataeus so that his knowledge can be used in the battle against the demons threatening Albion. He asks you to visit Master Narudos in the Academy so that you can learn more about the plan to free the captive demonologist.

To break into the demon realm where Anataeus is being held, Master Narudos explains that he must construct an amulet from a rare ore called Nethril. He provides you with a list of places where the ore can be found and tells you that he'll needs three chunks for the amulet.

If you're gathering the Nethril alone, hunt the Arawnite Headhunters in Lyonesse (around 50k, 30k). With a small group, you could kill the stone sentinels in Stonehenge Barrows for a slightly higher chance of getting the ore. If you have a medium to large group of friends, try */dig*-ing in the area near the cluster of stones at 61k, 9k in Dartmoor.

Once you've gathered three Chunks of Nethril Ore, return to Master Narudos and hand them in. He begins work on the amulet and asks you to report to the chamberlain.

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Conspiracy: Finding the Keeper

The chamberlain notifies you when Master Narudos has completed the Wayfinder Amulet that will help you enter the demon prison. After speaking to the chamberlain, you're sent to pick up the amulet from Narudos at the Academy.

Take the amulet and a group with you to the entrance of Darkness Falls, right click on the Wayfinder Amulet in your inventory, and */use* it to enter the dungeon. Once you teleport into the Demon Prison, you encounter an imp named Oonalo. Interact with it to learn of its offer to aid you in your task, and be sure to take the imp with you.

Before you can confront Geryon, the demon holding Anataeus, you must first defeat his two guardians—Eternal Darkness and Eternal Hate. After you defeat each sub-boss, Oonalo grows in strength. When it is time to face Geryon, the imp will aid you in battle.

When Geryon is defeated, speak to Anataeus and then return to the chamberlain in the Throne Room. During your conversation with Harlen, you notice some strange behavior. He transforms into a demon and attacks you shortly after he sends you to see King Constantine. Dispose of him and speak with the king to receive your hard-earned reward.

Chapter 3: Inferno

At level 50, you may return to the Throne Room and speak to King Constantine to begin the last chapter of the Champion Quest. Constantine discusses what he learned about the demon lord threatening Albion. Before sending you to speak to Anataeus, the king tells you about a special weapon that has been prepared for your character—the Champion Weapon.

He lets you know that Weaponmaster Mann in the Throne Room will give you the first version of the Champion Weapon before you depart to speak to Anataeus. When you've received your weapon, seek out Anataeus in Camelot Castle (location 27k, 17k) to prepare for the final battle against the demon host.

After speaking with Anataeus and learning that the demon lord is guarded by five lieutenants (known as the Circle of Five), set out for the portal into the demon plane (at location 61k, 12k in Black Mountains North). Your first task will be to defeat the members of the Circle of Five: Astaroth, Belial, Moloch, Abaddon, Xaphan. When you kill each, you receive a one-time drop as well as a message saying you've recovered a fragment of a pentaglyph.

You can check your progress toward defeating the Circle of Five by using the */quest* command. Each Circle member you've killed shows up in your completed quest log until the end of the Inferno chapter. When the fifth Circle member dies, the pentaglyph will be completed and you'll need to return to Anataeus at the entrance to the dungeon.

The completed pentaglyph allows Anataeus to identify the demon lord as Azazel and unlocks the first spell on your Champion Weapon. The way to Azazel's chamber opens to your group. Follow the tunnels directly north from Anataeus to reach the instance entrance.

Upon defeating Azazel, you're prompted to return to the Throne Room and report your success to a waiting King Constantine. The king hails your victory and tells you that your Champion Weapon is to be imbued with a second spell of your choosing. The Royal Illuminator NPC in the Throne Room can describe the spells your class can choose from before you visit Weaponmaster Mann.

Hibernia Champion Quests Designer Walkthroughs

Chapter 1

To begin the Champion Quests, you must be at least level 30 and speak to your Path's leader:

- *Path of Essence: Fagan in Mag Mell*
- *Path of Focus: Dian Cecht in Mag Mell*
- *Path of Harmony: Lovernios in Tir na Nog*
- *Path of Affinity: Brigit in Tir na Nog*

The Path leader describes some of the trouble brewing within the realm and mentions that King Lug is seeking loyal and courageous subjects to undertake a dangerous mission. If you agree to answer the King's summons, your Path leader gives you a letter to take to the Royal Guard in Alainn Cuir. After delivering the letter to the Royal Guard, you're invited to meet with the seneschal in the Throne Room.

Rebellion: Introduction to the Cause

Seneschal Desmond introduces himself and tells you about King Lug's concerns. The Elven King's return from the Veil was greeted with enthusiasm by most of his subjects, but the Elven House of Findias has rejected his leadership and stands in rebellion against the throne. Seneschal Desmond tells you that King Lug's goal is to undermine House Findias's rebellion through subterfuge.

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He explains that you will eventually become the throne's agent within the rebellion, but first you must grow to understand them. Desmond sends you to Tir Urphost to speak with Sentinel Casidhe. During your conversation about the origins of House Findias's Rebellion, Casidhe raises the alarm as a flight of demons approach the outpost. After helping the sentinels fend off the demon attack, Casidhe mentions that these kinds of attacks are growing in frequency and that agents of House Findias are becoming more visible throughout the realm.

After the conversation has ended, you're sent back to the Throne Room to report your findings to Seneschal Desmond. The seneschal takes note of Casidhe's remarks about demon attacks but reaffirms the need to focus your efforts on combating the rebellion.

Rebellion: Answering the Call

Seneschal Desmond decides to send you to seek out one of the House Findias Missionaries that Sentinel Casidhe spoke about. Dismayed at their presence in Mag Mell, the seneschal cautions you to approach them as a sympathizer with the goal of joining the rebellion, but to make no overtly threatening remarks.

Once you have finished speaking with the seneschal, leave Tir na Nog through the city's east gate and find one of the two House Findias Missionaries in Mag Mell. Both missionaries are eager to tell you about their cause. Later in the conversation, you are presented with several options for responding to their remarks. Select the options that seem to express moderate interest in their cause and they eventually ask you to prove your good faith by performing a task for the rebellion. If one of the missionaries refuses to speak with you further, find the other and begin the conversation again.

The missionaries ask you to deal with a local siabra leader who has been harassing members of the rebellion. Travel to the Valley of Bri Leith in search of Nymir (near location 23k, 7k). Return to one of the missionaries after you have defeated him and turn in Nymir's head to receive a map showing the location of a secret rebel meeting. Bring the map to the Throne Room and check in with Seneschal Desmond to complete the quest.

Rebellion: Spreading the Word

In your next conversation with Seneschal Desmond, he sends you to attend the rebel meeting you learned about from the missionaries in Mag Mell. Travel to Bria's Barn in Connacht (near loc 9k, 10k) and interact with the speaker when you're ready for the meeting to commence.

Others approach and listen to the House Findias Speaker's words, but the meeting is interrupted by the guards. Just as he mentions passing out maps to the House Findias's recruiter, the speaker is struck down and the observers flee. Take advantage of the chaos and make your escape.

Once you receive the map, right click on it and */use* it to reveal the location of recruiter Tarraent (57k, 59k in the Valley of Bri Leith). Travel to Tarraent's location and hand him the map when he asks for proof of your identity. Tarraent discusses the need for discretion and sets two tasks for your character to complete to win membership in House Findias.

The first task is to deal with a troublesome siabra youth named Erhael. Find him west of the bogman village at location 20k, 43k in the Marsh. After you have returned to Tarraent with Mruglar's head, the recruiter assigns your second task. He sends you to Cotswold with three scrolls. Select one of these speeches and read it by right clicking on it and typing */use* while standing in town. After giving the speech, return to Tarraent's location in Bri Leith and he gives you a map to the rebel town of Doiri Ban and a robe to wear when you arrive there. Return to the seneschal and report before heading to Doiri Ban.

Rebellion: Among the Dissidents

When you speak to the seneschal again, he tells you that it's time to infiltrate the town of Doiri Ban and determine the House Findias's plans. Bring the robe and map that you received from Tarraent in the previous quest so you look the part of a new member.

Don the robe and prepare for your journey. Before leaving the castle, you receive a message that Sentinel Llacheu wishes to speak with you. The sentinel asks you to deliver a message to Sentinel Moya in Ardee and then you can set out for Doiri Ban.

Right click on the map in your inventory and */use* it to view directions to the House Findias town of Doiri Ban. The pass to the town is located in the northeastern part of the Valley of Bri Leith (near location 60k, 6k). Locate Amwyn Duitas and speak with her once you arrive in Doiri Ban. She introduces you to the town and gives you the names of some of the important NPCs you need to speak with.

The rebel plans are kept in a locked chest the house of Mayor Athaecyn. To get the key, you must either kill the mayor or drug him into unconsciousness. In order to get into the mayor's house, you need a good excuse. Visit Tynan and deliver Athaecyn's dinner rations when asked. If you're aiming for the nonviolent method, stop by Apothecary Tabryn's shop and speak to him to obtain the Powdered Medicine. To drug the food, right click on either item in your inventory and */use* it.

After you've entered Athaecyn's house, hand him the drugged food and wait for him to collapse. Then, interact with the unconscious mayor to gain the key to the locked chest. If you have not drugged the food, simply kill the mayor to receive the key. Once you have the key, right click on the chest to receive the plans and prepare to escape from the town. If you have attacked Athaecyn, or he awakens, the guards in Doiri Ban become aggressive.

Once you've escaped from Doiri Ban, return to Seneschal Desmond with the Rebel Plans.

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Rebellion: The Race to Clocha Liatha

Seneschal Desmond informs you that the king has decided the time has come to launch an attack on the stronghold of the House Findias leader, Morfesa. King Lug does not wish to brave a full assault on the keep, but he asks you to assemble a small group of trusted allies and sneak into the castle through a cave leading into the Morfesa's dungeons.

The secret tunnel is located near the remote outpost of Clocha Liatha, which can be reached through a pass in the northern part of Connacht near location 26k, 6k. After emerging in the Foothills of Hibernia, continue traveling west until you reach a small town surrounded by crumbled walls. Report to Captain Fearghus, who tells you of an impending rebel attack on Clocha Liatha. The captain is concerned that his forces cannot handle the attack on their own and requests your help.

Captain Fearghus asks you to help him decide on a deployment for his troops and he offers you four options. You may tell the captain to cluster the guards in the center of town, have them man the gaps in the town's walls, attack the rebels through the breaches in the wall, or divide them between offense and defense. No matter which deployment you select, the captain must remain standing and the invaders must be defeated for you to be victorious.

If the captain falls in battle, exit the instance and allow it to reset before attempting the encounter again. Once you have successfully defended the town, speak to Captain Fearghus to learn the location of the entrance to Morfesa's dungeons. Travel west out of Clocha Liatha and up the path to enter Morfesa's Gaols. Fight through the defenders and exit on the far side of the tunnels to emerge in the courtyard.

Now, you must cut a swath through Morfesa's elite rebel guardsman to confront Morfesa himself on the top floor of the keep. After defeating Morfesa, return to the seneschal in the Throne Room to report your victory.

Chapter 2: Conspiracy

Conspiracy: Dark Development

At level 40, you may begin Chapter 2 of the Champion Quest series by speaking with the seneschal. Desmond fills you in on the developments since the defeat of Morfesa, especially the arrival of a strange letter at Morfesa's Keep. The letter appears to be from the late Morfesa's benefactor and requests a meeting between one of his representatives and a messenger.

The seneschal hands you the letter and asks you to read it for directions to the meeting location. Right click on the letter and */use* it to learn that the meeting will take place in a Fomorian Homestead in Shrouded Isles, to the southwest of Fomor. Travel to the ruined town and meet the Mysterious Messenger under the pavilion near 20k, 14k. After a brief conversation, the messenger reveals himself as a demon and attacks.

Defeating the messenger yields a sheaf of documents that you need to return to the seneschal. Back in the Throne Room, the seneschal discusses the need to consult the realm's foremost demonologist, Keeper Garran, about the involvement of demons in the House Findias.

Desmond sends you to visit Lobais, with instructions to ask for transportation to Keeper Garran's Sanctuary. Lobais provides you with a stone that will teleport you to your destination. After a brief conversation with a man who appears to be Keeper Garran, he transforms into a demon. During the battle, Keeper Garran's apprentice, Brother Esras, arrives to help you defeat the demon and offers to teleport you back to Tir na Nog to notify the seneschal.

Seneschal Desmond, shocked at the infiltration of the demons into Keeper Garran's order, appeals to Brother Esras to help learn more about Hibernia's new foes. Brother Esras agrees to perform a ritual known as the Rite of Binding in order to learn more of Keeper Garran's fate.

Conspiracy: Rite of Binding

Before Brother Esras can perform the Rite of Binding to summon and interrogate a lesser demon, he must gather the required components. He asks for your help in locating the reagents while he makes other preparations for the ritual.

Brother Esras gives you a list of five items to gather from various parts of Hibernia. During the next few steps of the quest, you need to right click on the List of Reagents and */use* it to learn about the reagent you need.

The first item on the list an egg from the monster Caora, which can be found by digging in Connla's Well near location 52k, 28k in Shannon Estuary. Then, travel to the area near 15k, 60k in Shannon Estuary and slay an ollipheist for its eye. The third reagent must be gathered from a lake at 11k, 32k in Lough Gur by using the */dig* command. To gather the fourth item on the list, obtain the tail from one of the Faerie Mares on the island west of Innis Carthaig. Pick up the final item from Sarena in Innis Carthaig.

When you have gathered all the reagents, return to Brother Esras in Tir na Nog and turn them in. He tells you to meet him in the Cliffs of Moher (at 10k, 57k) when you are prepared to begin the rite. When Brother Esras begins the summoning, the demon appears in a gout of lava. After a short exchange with the apprentice, the demon strikes him down and attacks you.

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Defeat the demon and return to Tir na Nog with news of Brother Esras's fate and the information you learned from the demon about Keeper Garran. When you reveal that Keeper Garran is being held captive by the summoned demon's master, he looks to Lobais for help in drawing up a plan to rescue the demonologist.

Conspiracy: Forging the Key

Seneschal Desmond discusses the need to free Keeper Garran so that his knowledge can be used in the battle against the demons threatening Hibernia. He asks you to visit Lobais so that you can learn more about the plan to free the captive demonologist.

To break into the demon realm where Keeper Garran is being held, Lobais explains that he must construct an amulet from a rare ore called Nethril. He provides you with a list of places where the ore can be found and tells you that he needs three chunks for the amulet.

If you're gathering the Nethril alone, hunt the Vigilant Ones near Necht in Shrouded Isles. With a small group, you could kill the Lode Protectors in the Coruscating Mine for a slightly higher chance of getting the ore. If you have a medium to large group of friends, try */dig*-ing in the area near the cluster of stones at 22k, 7k in Sheeroe Hills.

Once you've gathered three Chunks of Nethril Ore, return to Lobais and hand them in. He begins work on the amulet and asks you to report to the seneschal.

Conspiracy: Finding the Keeper

The seneschal notifies you when Lobais has completed the Wayfinder Amulet that will help you enter the demon prison. After speaking to the seneschal, you're sent to pick up the amulet from Lobais.

Take the amulet and a group with you to the entrance of Darkness Falls, right click on the Wayfinder Amulet in your inventory, and */use* it to enter the dungeon. Once you teleport into the Demon Prison, you encounter an imp named Oonalo. Interact with it to learn of its offer to aid you in your task, and be sure to take the imp with you.

Before you can confront Bres, the demon holding Keeper Garran, you must first defeat his two guardians—Eternal Darkness and Eternal Hate. After defeating each sub-boss, Oonalo grows in strength. When it is time to face Bres, the imp will aid you in battle.

When Bres is defeated, speak to Keeper Garran and then return to the seneschal in the Throne Room. During your conversation with Desmond, you notice some strange behavior. He transforms into a demon and attacks you shortly after he sends you to see King Lug. Dispose of him and speak with the king to receive your hard-earned reward.

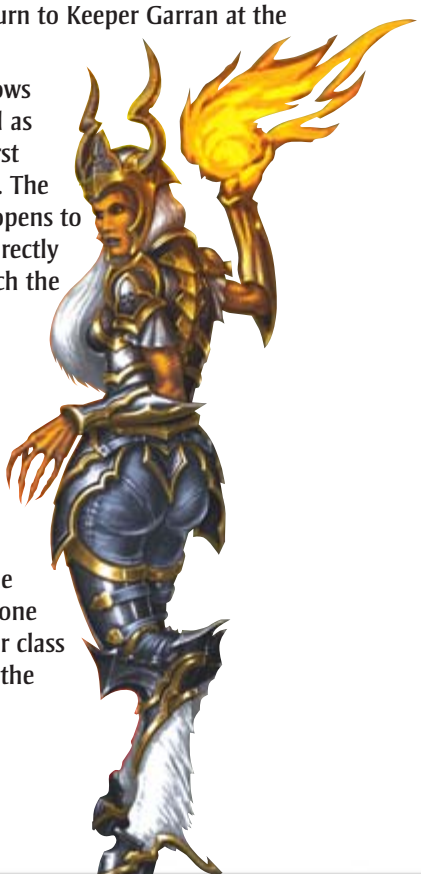
Chapter 3: Inferno

At level 50, you may return to the Throne Room and speak to King Lug to begin the last chapter of the Champion Quest. Lug discusses what he learned about the demon lord threatening Hibernia. Before sending you to speak to Keeper Garran, the king tells you about a special weapon that has been prepared for your character—the Champion Weapon.

He lets you know that the Weaponmaster in the Throne Room will give you the first version of the Champion Weapon before you depart to speak to Keeper Garran. When you've received your weapon, seek out Keeper Garran in the Hall of the Brotherhood to prepare for the final battle against the demon host.

After speaking with Keeper Garran and learning that the demon lord is guarded by five lieutenants (known as the Circle of Five), set out for the portal into the demon plane (at location 30k, 3k in Connacht). Your first task is to defeat the members of the Circle of Five: Glamiam, Uamhas, Teugmail, Grimeil, Malairt. When you kill each, you receive a one-time drop as well as a message saying you've recovered a fragment of a pentaglyph.

You can check your progress toward defeating the Circle of Five by using the */quest* command. Each Circle member you've killed shows up in your completed quest log until the end of the Inferno chapter. When the fifth Circle member dies, the pentaglyph will be completed and you'll need to return to Keeper Garran at the entrance to the dungeon.



The completed pentaglyph allows Lobais to identify the demon lord as Crom Cruiach and unlocks the first spell on your Champion Weapon. The way to Crom Cruiach's chamber opens to your group. Follow the tunnels directly north from Keeper Garran to reach the instance entrance.

Upon defeating Crom Cruiach, you're prompted to return to the Throne Room and report your success to a waiting King Lug. The king hails your victory and tells you that your Champion Weapon is to be imbued with a second spell of your choosing. The Royal Illuminator NPC in the Throne Room can describe the spells your class can choose from before you visit the Weaponmaster.

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Midgard Champion Quests Designer Walkthroughs

Chapter 1

To begin the Champion Quests, you must be at least level 30 and speak to your House's Visindakona:

- *Warriors, Berserkers, Savages, Hunters: Visindakona Siv in the Temple of the Jotun*
- *Skalds, Shadowblades, Healers, Shamans: Visindakona Guri in the Temple of the Jotun*
- *Bonedancers, Warlocks, Spiritmasters: Visindakona Sigyn in the Temple of the Jotun*
- *Valkyries, Thanes, Runemasters: Visindakona Magna in the Temple of the Jotun*

The visindakona describes some of the trouble brewing within the realm and mentions that King Eirik is seeking loyal and courageous subjects to undertake a dangerous mission. If you agree to answer the king's summons, the visindakona gives you a letter to take to Athr Hasetti Theyr. After speaking to the Royal Guard, you will be invited to meet with the athr hasetti in the Throne Room.

Rebellion: Introduction to the Cause

Athr Hasetti Theyr introduces himself and tells you about King Eirik's concerns. The king's recent election was greeted with enthusiasm by most of his subjects, but a group of Hel worshippers has rejected his leadership and stands in rebellion against the throne. Athr Hasetti Theyr tells you that King Eirik's goal is to undermine the Chosen of Hel's rebellion through subterfuge.

He explains that you will eventually become the throne's agent within the rebellion, but first you must grow to understand them. Theyr sends you to Vindsaul Faste to speak with Captain Raesind. During your conversation about the origins of the Chosen of Hel's Rebellion, Raesind raises the alarm as a flight of demons approach the outpost. After helping the guards fend off the demon attack, Raesind mentions that these kinds of attacks are growing in frequency and that agents of the Chosen of Hel are becoming more visible throughout the realm.

After the conversation has ended, you're sent back to the Throne Room to report your findings to Athr Hasetti Theyr. The athr hasetti takes note of Raesind's remarks about demon attacks but reaffirms the need to focus your efforts on combating the rebellion.

Rebellion: Answering the Call

Athr Hasetti Theyr decides to send you to seek out one of the Chosen of Hel missionaries that Captain Raesind spoke about. Dismayed at their presence in Mularn, the athr hasetti cautions you to approach them as a sympathizer with the goal of joining the rebellion, but to make no overtly threatening remarks.

Once you have finished speaking with the athr hasetti, leave Jordheim through the city's and find one of the two Chosen of Hel missionaries in Mularn. Both missionaries are eager to tell you about their cause. Later in the conversation, you're presented with several options for responding to their remarks. Select the options that seem to express moderate interest in their cause, and they eventually ask you to prove your good faith by performing a task for the rebellion. If one of the missionaries refuses to speak with you further, find the other and begin the conversation again.

The missionaries ask you to deal with Grogak, who has been harassing members of the rebellion. Travel to Muspelheim in search of Grogak (near location 13k, 39k). Return to one of the missionaries after you have defeated him and turn in Grogak's head to receive a map showing the location of a secret rebel meeting. Bring the map to the Throne Room and check in with Athr Hasetti Theyr to complete the quest.

Rebellion: Spreading the Word

In your next conversation with Athr Hasetti Theyr, he sends you to attend the rebel meeting you learned about from the missionaries in Mularn. Travel to 9.1k, 31k in East Svealand (near Audliten) and interact with Kinus when you're ready for the meeting to commence.

Others approach and listen to the Kinus's words, but the meeting is interrupted by the guards. After he has concluded his speech, Kinus passes out maps to the Chosen of Hel recruiter's location.

Once you receive the map, right click on it and */use* it to reveal the location of recruiter Degne (4k, 52k near Dvalin in East Svealand). Travel to Degne's location and hand him the map when he asks for proof of your identity. Degne discusses the need for discretion and sets two tasks for your character to complete to win membership in the Chosen of Hel.

The first task is to deal with a troublesome bandit named Bjorn. Find him near location 50k, 8k in Myrkwood Forest. After you have returned to Degne with Bjorn's head, the recruiter assigns your second task. He hands you a scroll containing a speech. Read it by right clicking on it and typing */use* while standing in town. After giving the speech, return to Degne in East Svealand and he gives you a map to the rebel town of Gamanborg and a robe to wear when you arrive there. Return to the athr hasetti and report before heading to Gamanborg.

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Rebellion: Among the Dissidents

When you speak to the athr hasetti again, he tells you that it's time to infiltrate the town of Gamanborg and determine the Chosen of Hel's plans. Bring the robe and map that you received from Degne in the previous quest so you look the part of a new member.

Don the robe and prepare for your journey. Right click on the map in your inventory and */use* it to view directions to the Chosen of Hel town of Gamanborg. The pass to the town is in the northwestern part of West Svealand (near location 5k, 5k). Locate Juliane and speak with her once you arrive in Gamanborg. She introduces you to the town and gives you the names of some of the important NPCs you need to speak with.

The rebel plans are kept in a locked chest in the house of Mayor Siegulder. To get the key, you must either kill the mayor or drug him into unconsciousness. To get into the mayor's house, you need a good excuse. Visit Basill and deliver Siegulder's dinner rations when asked. If you're aiming for the nonviolent method, stop by Apothecary Wenna's shop and speak to her to obtain the Powdered Medicine. To drug the food, right click on either item in your inventory and */use* it.

After you've entered Siegulder's house, hand him the drugged food and wait for him to collapse. Then, interact with the unconscious mayor to gain the key to the locked chest. If you have not drugged the food, simply kill the mayor to receive the key. Once you have the key, right click on the chest to receive the plans and prepare to escape from the town. If you have attacked Siegulder, or he awakens, the guards in Gamanborg become aggressive.

Once you've escaped from Gamanborg, return to Athr Hasetti Theyr with the Rebel Plans.

Rebellion: The Race to Hagg Dalur

Athr Hasetti Theyr informs you that the king has decided the time has come to launch an attack on the stronghold of the Chosen of Hel leader, Nephraal. King Eirik does not wish to brave a full assault on the keep, but he asks you to assemble a small group of trusted allies and sneak into the castle through a cave leading into the Nephraal's dungeons.

The secret tunnel is near the remote outpost of Hagg Dalur, which can be reached through a pass in the western part of the Vale of Mularn near location 5.7k, 28k. After emerging in the Foothills of Midgard, continue traveling west until you reach a small town surrounded by crumbled walls. Report to Sergeant Malagin, who tells you of an impending rebel attack on Hagg Dalur. The sergeant is concerned that his forces cannot handle the attack on their own and requests your help.

Sergeant Malagin asks you to help him decide on a deployment for his troops and he offers you four options. You may tell the sergeant to cluster the guards in the center of town, have them man the gaps in the town's walls, attack the rebels through the breaches in the wall, or divide them between offense and defense. No matter which deployment you select, the sergeant must remain standing and the invaders must be defeated for you to be victorious.

If the sergeant falls in battle, exit the instance and allow it to reset before attempting the encounter again. Once you have successfully defended the town, speak to Sergeant Malagin to learn the location of the entrance to Nephraal's dungeons. Travel west out of Hagg Dalur and up the path to enter Nephraal's Gaols. Fight through the defenders and exit on the far side of the tunnels to emerge in the courtyard.

Now, you must cut a swath through Nephraal's elite rebel guardsman to confront Nephraal himself on the top floor of the keep. After defeating Nephraal, return to the athr hasetti in the Throne Room to report your victory.

Chapter 2: Conspiracy

Conspiracy: Dark Development

At level 40, you may begin Chapter 2 of the Champion Quest series by speaking with the athr hasetti. Theyr fills you in on the developments since the defeat of Nephraal, especially the arrival of a strange letter at Nephraal's Keep. The letter appears to be from the late Nephraal's benefactor and requests a meeting between one of his representatives and a messenger.

The athr hasetti hands you the letter and asks you to read it for directions to the meeting location. Right click on the letter and */use* it to learn that the meeting will take place in a ruined town north of Bjarken near location 9k, 48k in the Gripklosa Mountains. Travel to the ruined town and meet the Mysterious Messenger. After a brief conversation, the messenger reveals himself as a demon and attacks.

Defeating the messenger yields a sheaf of documents that you need to return to the athr hasetti. Back in the Throne Room, the athr hasetti discusses the need to consult the realm's foremost demonologist, Keeper Iraeda, about the involvement of demons in the Chosen of Hel.

Theyr sends you to visit Vigdis the Gythja of Hel, with instructions to ask for transportation to Keeper Iraeda's Sanctuary. Vigdis the Gythja of Hel provides you with a stone that teleports you to your destination. After a brief conversation with a woman who appears to be Keeper Iraeda, she transforms into a demon. During the battle, Keeper Iraeda's apprentice, Morkosis, arrives to help you defeat the demon and offers to teleport you back to Jordheim to notify the athr hasetti.

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Athr Hasetti Theyr, shocked at the infiltration of the demons into Keeper Iraeda's order, appeals to Morkosis to help learn more about Midgard's new foes. Morkosis agrees to perform a ritual known as the Rite of Binding to learn more of Keeper Iraeda's fate.

Conspiracy: Rite of Binding

Before Morkosis can perform the Rite of Binding to summon and interrogate a lesser demon, he must gather the required components. He asks for your help in locating the reagents while he makes other preparations for the ritual.

Morkosis gives you a list of five items to gather from various parts of Midgard. During the next few steps of the quest, right click on the List of Reagents and */use* it to learn about the reagent you need.

The first item on the list is a clump of sod gathered by using the */dig* command near the entrance to Varulvhamn. Then, travel to the area near 6.5k, 45k in Skona Ravine and slay a sidhe draoi for its eye. The third reagent must be gathered from an island near at 43k, 27k in Vanern Swamp by using the */dig* command. To gather the fourth item on the list, travel to the Jotun Camp in Vanern Swamp and slay a black orm. Pick up the final item from Ailder in West Skona.

When you have gathered all the reagents, return to Morkosis in Jordheim and turn them in. He tells you to meet him in the Meandering Ruins in Gotar (at 31k, 32k) when you are prepared to begin the rite. When Morkosis begins the summoning, the demon appear in a gout of lava. After a short exchange with the apprentice, the demon strikes him down and attacks you.

Defeat the demon and return to Jordheim with news of Morkosis's fate and the information you learned from the demon about Keeper Iraeda. When you reveal that Keeper Iraeda is being held captive by the summoned demon's master, he look to Vigdis the Gythja of Hel for help in drawing up a plan to rescue the demonologist.

Conspiracy: Forging the Key

Athr Hasetti Theyr discusses the need to free Keeper Iraeda so that her knowledge can be used in the battle against the demons threatening Midgard. He asks you to visit Vigdis the Gythja of Hel so that you can learn more about the plan to free the captive demonologist.

To break into the demon realm where Keeper Iraeda is being held, Vigdis the Gythja of Hel explains that she must construct an amulet from a rare ore called Nethril. She provides you with a list of places where the ore can be found and tells you that she'll need three chunks for the amulet.

If you're gathering the Nethril alone, hunt the werewolf guards in the western part of Skona Ravine. With a small group, you could kill the Cave Trows in Spindelhalla for a slightly higher chance of getting the ore. If you have a medium to large group of friends, try */dig*-ing in the area near the Drakulv Camp at 34k, 52k in Malmohous.

Once you've gathered three Chunks of Nethril Ore, return to Vigdis the Gythja of Hel and hand them in. She begins work on the amulet and asks you to report to the athr hasetti.

Conspiracy: Finding the Keeper

The athr hasetti notifies you when Vigdis the Gythja of Hel has completed the Wayfinder Amulet that will help you enter the demon prison. After speaking to the athr hasetti, you're sent to pick up the amulet from Vigdis the Gythja of Hel.

Take the amulet and a group with you to the entrance of Darkness Falls, right click on the Wayfinder Amulet in your inventory, and */use* it to enter the dungeon. Once you teleport into the Demon Prison, you encounter an imp named Oonalo. Interact with it to learn of its offer to aid you in your task, and be sure to take the imp with you.

Before you can confront Rugak, the demon holding Keeper Iraeda, you must first defeat his two guardians—Eternal Darkness and Eternal Hate. After defeating each sub-boss, Oonalo grows in strength. When it is time to face Rugak, the imp will aid you in battle.

When Rugak is defeated, speak to Keeper Iraeda and then return to the athr hasetti in the Throne Room. During your conversation with Theyr, you notice some strange behavior. He transforms into a demon and attacks you shortly after he sends you to see King Eirik. Dispose of him and speak with the king to receive your hard-earned reward.

Chapter 3: Inferno

At level 50, you may return to the Throne Room and speak to King Eirik to begin the last chapter of the Champion Quest. Eirik discusses what he learned about the demon lord threatening Midgard. Before sending you to speak to Keeper Iraeda, the king tells you about a special weapon that has been prepared for your character—the Champion Weapon.

He lets you know that the Weaponmaster in the Throne Room will give you the first version of the Champion Weapon before you depart to speak to Keeper Iraeda. When you've received your weapon, seek out Keeper Iraeda in the Hall of the Brotherhood to prepare for the final battle against the demon host.

After speaking with Keeper Iraeda and learning that the demon lord is guarded by five lieutenants (known as the Circle of Five), set out for the portal into the demon plane (at location 28k, 8k in East Svealand). Your first task is to defeat the members of the Circle of Five: Farbjodr, Banahogg, Ofridr, Soltinn, and Myrkr. When you kill each, you receive a one-time drop as well as a message saying you've recovered a fragment of a pentaglyph.

You can check your progress toward defeating the Circle of Five by using the */quest* command. Each Circle member you've killed shows up in your completed quest log until the end of the Inferno chapter. When the fifth Circle member dies, the pentaglyph is completed and you need to return to Keeper Iraeda at the entrance to the dungeon.

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The completed pentaglyph allows Vigdis the Gythja of Hel to identify the demon lord as Utgard-Lok and unlocks the first spell on your Champion Weapon. The way to Utgard-Lok's chamber opens to your group. Follow the tunnels directly north from Keeper Iraeda to reach the instance entrance.

Upon defeating Utgard-Lok, you're prompted to return to the Throne Room and report your success to a waiting King Eirik. The king hails your victory and tells you that your Champion Weapon is to be imbued with a second spell of your choosing. The Royal Illuminator NPC in the Throne Room can describe the spells your class can choose from before you visit the Weaponmaster.

Champion Weapons

Champion Weapons all share a number of common characteristics: They are class specific, are 100% quality, and cannot be traded, sold, or destroyed. Like artifacts, they have unlimited durability but are expensive to repair. Players have the choice to activate one- or two-handed versions (where applicable) and can customize powers. The Illuminator found in the Throne Room explains the spells available for each weapon. Players may bring the weapons back to the Weaponmaster at any time to trade them in for a different version. The procs and powers listed are the optional abilities. Customize them at your whim.

Albion

Armsman Belial Blade

Sword 16.5 DPS 4.2 Speed (Slash)
4% Style Damage
4% Melee Damage
4 Slash
9 Strength
5 Strength Cap
9 Dexterity
5 Dexterity Cap
Casts: Breath of Grace (Usable)
Also Casts: King's Shield (Always On)
Or: Perfectly Balanced (Proc)

Armsman Belial Mace

Mace 16.5 DPS 4.2 Speed (Crush)
4% Style Damage
4% Melee Damage
4 Crush
9 Strength
5 Strength Cap
9 Dexterity
5 Dexterity Cap
Casts: Breath of Grace (Usable)
Also Casts: King's Shield (Always On)
Or: Perfectly Balanced (Proc)

Armsman Belial Edge

Rapier 16.5 DPS 4.2 Speed (Thrust)
4% Style Damage
4% Melee Damage
4 Thrust
9 Strength
5 Strength Cap
9 Dexterity
5 Dexterity Cap
Casts: Breath of Grace (Usable)
Also Casts: King's Shield (Always On)
Or: Perfectly Balanced (Proc)

Armsman Belial Halberd

Halberd 16.5 DPS 5.8 Speed (Slash) (Two Handed)
4% Style Damage
4% Melee Damage
4 All Primary Melee
12 Strength
8 Strength Cap
12 Quickness
Casts: Breath of Grace (Usable)
Also Casts: King's Shield (Always On)
Or: Perfectly Balanced (Proc)

Armsman Belial Pike

Halberd 16.5 DPS 5.8 Speed (Slash) (Two Handed)
4% Style Damage
4% Melee Damage
4 All Primary Melee
12 Strength
8 Strength Cap
12 Quickness
Casts: Breath of Grace (Usable)
Also Casts: King's Shield (Always On)
Or: Perfectly Balanced (Proc)

Armsman Belial Mattock

Hammer 16.5 DPS 5.8 Speed (Crush) (Two Handed)
4% Style Damage
4% Melee Damage
4 All Primary Melee
12 Strength
8 Strength Cap
12 Quickness
Casts: Breath of Grace (Usable)
Also Casts: King's Shield (Always On)
Or: Perfectly Balanced (Proc)

Armsman Belial Flamberge

Sword 16.5 DPS 5.6 Speed (Slash) (Two Handed)
4% Style Damage
4% Melee Damage
4 All Primary Melee
12 Strength
8 Strength Cap
12 Quickness
Casts: Breath of Grace (Usable)
Also Casts: King's Shield (Always On)
Or: Perfectly Balanced (Proc)

Armsman Belial Lance

Sword 16.5 DPS 5.6 Speed (Thrust) (Two Handed)
4% Style Damage
4% Melee Damage
4 All Primary Melee
12 Strength
8 Strength Cap
12 Quickness
Casts: Breath of Grace (Usable)
Also Casts: King's Shield (Always On)
Or: Perfectly Balanced (Proc)

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Armsman Belial Arch-Mace

Mattock 16.5 DPS 5.6 Speed (Thrust) (Two Handed)
4% Style Damage
4% Melee Damage
4 All Primary Melee
12 Strength
8 Strength Cap
12 Quickness
Casts: Breath of Grace (Usable)
Also Casts: King's Shield (Always On)
Or: Perfectly Balanced (Proc)

Upsilon Cabalist Staff

Staff 16.5 DPS 5.0 Speed (Crush) (Two Handed)
4% Spell Damage
4% Spell Haste
3 All Casting
6 Dexterity Cap
6 Acuity Cap
6% Power
6 Dexterity
50 Levels All Focus
Casts: Replenishment (Usable)
Also Casts: Powers of the Arcane (Usable)
Or: King's Blessing (Usable)

Cleric Belial Mace

Mace 16.5 DPS 4.2 Speed (Crush)
4% Spell Haste
4% Spell Range
6% Power
5 Power Cap
6% Heal Bonus
4 Acuity Cap
4 Dexterity Cap
Casts: Replenishment (Usable)
Also Casts: King's Blessing (Usable)
Or: Barbs

Friar Belial Quarter-Staff

Staff 16.5 DPS 5.4 Speed (Crush) (Two Handed)
4% Melee Damage
4% Style Damage
4 Staff
9 Dexterity
6 Dexterity Cap
6% Heal Bonus
16 Hits
Casts: Regeneration of Kings (Usable)
Also Casts: King's Precision (Usable)
Or: King's Shield (Always On)

Friar Belial Mace

Mace 16.5 DPS 4.0 Speed (Crush)
4% Spell Haste
4% Spell Range
9 Dexterity
6 Dexterity Cap
7% Power
16 Hits
7% Heal Bonus
Casts: Regeneration of Kings (Usable)
Also Casts: King's Precision (Usable)
Or: King's Shield (Always On)

Heretic Belial Mace

Mace 16.5 DPS 4.2 Speed (Crush)
4% Spell Damage
4% Melee Haste
8% Power
8% Heal Bonus
9 Acuity
4% Spell Duration
Casts: Replenishment (Usable)
Also Casts: Regeneration of Kings (Usable)
Or: King's Blessing (Usable)

Heretic Belial Flail

Flail 16.5 DPS 3.5 Speed (Crush)
4% Melee Damage
4% Melee Haste
12 Dexterity
8 Dexterity Cap
12 Strength
7% Spell Duration
Casts: Replenishment (Usable)
Also Casts: Regeneration of Kings (Usable)
Or: King's Blessing (Usable)

Heretic Belial Barbed Chain

Flail 16.5 DPS 3.5 Speed (Slash)
4% Melee Damage
4% Melee Haste
12 Dexterity
8 Dexterity Cap
12 Strength
7% Spell Duration
Casts: Replenishment (Usable)
Also Casts: Regeneration of Kings (Usable)
Or: King's Blessing (Usable)

Infiltrator Belial Blade

Sword 16.5 DPS 4.2 Speed (Slash)
4% Melee Damage
4% Style Damage
4 All Primary Melee
8 Strength Cap
12 Strength
12 Quickness
Casts: Sapped Breath (Proc)
Also Casts: Regeneration of Kings (Usable)
Or: Perfectly Balanced (Proc)

Infiltrator Xaphon Blade

Jambiya 16.5 DPS 4.0 Speed (Slash) (Offhand)
4% Melee Damage
4% Style Damage
4 All Primary Melee
8 Strength Cap
12 Strength
12 Quickness
Casts: Sapped Breath (Proc)
Also Casts: Regeneration of Kings (Usable)
Or: Perfectly Balanced (Proc)

Infiltrator Belial Edge

Rapier 16.5 DPS 4.2 Speed (Thrust)
4% Melee Damage
4% Style Damage
4 All Primary Melee
5 Strength Cap
5 Dexterity Cap
9 Strength
9 Dexterity
Casts: Sapped Breath (Proc)
Also Casts: Regeneration of Kings (Usable)
Or: Perfectly Balanced (Proc)

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Infiltrator Xaphon Edge

Dirk 16.5 DPS 3.4 Speed (Thrust) (Offhand)
4% Melee Damage
4% Style Damage
4 All Primary Melee
5 Strength Cap
5 Dexterity Cap
9 Strength
9 Dexterity
Casts: Sapped Breath (Proc)
Also Casts: Regeneration of Kings (Usable)
Or: Perfectly Balanced (Proc)

Mercenary Belial Blade

Sword 16.5 DPS 4.2 Speed (Slash)
4% Melee Damage
4% Style Damage
4 All Primary Melee
8 Strength Cap
12 Strength
12 Quickness
Casts: Withered Assault (Proc)
Also Casts: Regeneration of Kings (Usable)
Or: Perfectly Balanced (Proc)

Mercenary Xaphon Blade

Jambiya 16.5 DPS 4.0 Speed (Slash) (Offhand)
4% Melee Damage
4% Style Damage
4 All Primary Melee
8 Strength Cap
12 Strength
12 Quickness
Casts: Withered Assault (Proc)
Also Casts: Regeneration of Kings (Usable)
Or: Perfectly Balanced (Proc)

Mercenary Belial Edge

Rapier 15.9 DPS 4.2 Speed (Thrust)
4% Melee Damage
4% Style Damage
4 All Primary Melee
5 Strength Cap
5 Dexterity Cap
9 Strength
9 Dexterity
Casts: Withered Assault (Proc)
Also Casts: Regeneration of Kings (Usable)
Or: Perfectly Balanced (Proc)

Mercenary Xaphon Edge

Dirk 16.5 DPS 3.4 Speed (Thrust) (Offhand)
4% Melee Damage
4% Style Damage
4 All Primary Melee
5 Strength Cap
5 Dexterity Cap
9 Strength
9 Dexterity
Casts: Withered Assault (Proc)
Also Casts: Regeneration of Kings (Usable)
Or: Perfectly Balanced (Proc)

Mercenary Belial Mace

Mace 16.5 DPS 4.2 Speed (Crush)
4% Melee Damage
4% Style Damage
4 All Primary Melee
8 Strength Cap
12 Strength
12 Quickness
Casts: Withered Assault (Proc)
Also Casts: Regeneration of Kings (Usable)
Or: Perfectly Balanced (Proc)

Mercenary Xaphon Mace

Mace 16.5 DPS 4.0 Speed (Crush) (Offhand)
4% Melee Damage
4% Style Damage
4 All Primary Melee
8 Strength Cap
12 Strength
12 Quickness
Casts: Withered Assault (Proc)
Also Casts: Regeneration of Kings (Usable)
Or: Perfectly Balanced (Proc)

Minstrel Belial Blade

Sword 16.5 DPS 4.2 Speed (Slash)
3% Melee Damage
3% Style Damage
3% Spell Damage
4 Slash
7 Strength Cap
12 Strength
12 Quickness
Casts: King's Precision (Usable)
Also Casts: Breath of Grace (Usable)
Or: Sapped Breath (Proc)

Minstrel Belial Edge

Rapier 16.5 DPS 4.2 Speed (Thrust)
3% Melee Damage
3% Style Damage
3% Spell Damage
4 Thrust
5 Strength Cap
5 Dexterity Cap
8 Strength
8 Dexterity
Casts: King's Precision (Usable)
Also Casts: Breath of Grace (Usable)
Or: Sapped Breath (Proc)

Upsilon Minstrel Harp

Harp
4% Spell Damage
4% Spell Range
6% Spell Duration
27 Dexterity
4 Instruments
Casts: Replenishment (Usable)
Also Casts: Powers of the Arcane (Usable)
Or: Withered Assault (Usable)

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Upsilon Necromancer Staff

Staff 16.5 DPS 5.0 Speed (Crush) (Two Handed)
4% Spell Damage
4% Spell Haste
2 All Casting
6 Dexterity Cap
6 Acuity Cap
6 Power Cap
5% Power
50 Levels All Focus
Casts: King's Blessing (Usable)
Also Casts: Withered Assault (Usable)
Or: Powers of the Arcane

Paladin Belial Mace

Mace 16.5 DPS 4.2 Speed (Crush)
4% Style Damage
4% Melee Damage
4 Crush
9 Strength
5 Strength Cap
9 Dexterity
5 Dexterity Cap
Casts: King's Shield (Always On)
Also Casts: King's Precision (Usable)
Or: Perfectly Balanced (Proc)

Paladin Belial Blade

Sword 16.5 DPS 4.2 Speed (Slash)
4% Style Damage
4% Melee Damage
4 Slash
9 Strength
5 Strength Cap
9 Dexterity
5 Dexterity Cap
Casts: King's Shield (Always On)
Also Casts: King's Precision (Usable)
Or: Perfectly Balanced (Proc)

Paladin Belial Edge

Rapier 16.5 DPS 4.2 Speed (Thrust)
4% Style Damage
4% Melee Damage
4 Thrust
9 Strength
5 Strength Cap
9 Dexterity
5 Dexterity Cap
Casts: King's Shield (Always On)
Also Casts: King's Precision (Usable)
Or: Perfectly Balanced (Proc)

Paladin Belial Great-Sword

Sword 16.5 DPS 5.6 Speed (Slash) (Two Handed)
4% Style Damage
4% Melee Damage
4 All Primary Melee
12 Strength
8 Strength Cap
12 Quickness
Casts: King's Shield (Always On)
Also Casts: King's Precision (Usable)
Or: Perfectly Balanced (Proc)

Paladin Belial Great-Edge

Sword 16.5 DPS 5.6 Speed (Thrust) (Two Handed)
4% Style Damage
4% Melee Damage
4 All Primary Melee
12 Strength
8 Strength Cap
12 Quickness
Casts: King's Shield (Always On)
Also Casts: King's Precision (Usable)
Or: Perfectly Balanced (Proc)

Paladin Belial Great-Hammer

Mattock 16.5 DPS 5.6 Speed (Thrust) (Two Handed)
4% Style Damage
4% Melee Damage
4 All Primary Melee
12 Strength
8 Strength Cap
12 Quickness
Casts: King's Shield (Always On)
Also Casts: King's Precision (Usable)
Or: Perfectly Balanced (Proc)

Reaver Belial Blade

Sword 16.5 DPS 4.2 Speed (Slash)
3% Melee Damage
3% Style Damage
3% Spell Damage
4 Slash
7 Strength Cap
12 Strength
12 Quickness
Casts: King's Shield (Always On)
Also Casts: Breath of Grace (Usable)
Or: Withered Assault (Proc)

Reaver Belial Edge

Rapier 16.5 DPS 4.2 Speed (Thrust)
3% Melee Damage
3% Style Damage
3% Spell Damage
4 Thrust
5 Strength Cap
5 Dexterity Cap
8 Strength
8 Dexterity
Casts: King's Shield (Always On)
Also Casts: Breath of Grace (Usable)
Or: Withered Assault (Proc)

Reaver Belial Mace

Mace 16.5 DPS 4.2 Speed (Crush)
3% Melee Damage
3% Style Damage
3% Spell Damage
4 Crush
7 Strength Cap
12 Strength
12 Quickness
Casts: King's Shield (Always On)
Also Casts: Breath of Grace (Usable)
Or: Withered Assault (Proc)

Reaver Belial Barbed Chain

Flail 16.5 DPS 3.5 Speed (Slash)
3% Melee Damage
3% Style Damage
3% Spell Damage
4 All Primary Melee
5 Strength Cap
5 Dexterity Cap
8 Strength
8 Dexterity
Casts: King's Shield (Always On)
Also Casts: Breath of Grace (Usable)
Or: Withered Assault (Proc)

Reaver Belial Flail

Flail 16.5 DPS 3.5 Speed (Crush)
3% Melee Damage
3% Style Damage
3% Spell Damage
4 All Primary Melee
5 Strength Cap
5 Dexterity Cap
8 Strength
8 Dexterity
Casts: King's Shield (Always On)
Also Casts: Breath of Grace (Usable)
Or: Withered Assault (Proc)

Scout Belial Bow

Bow 16.5 DPS 5.6 Speed (Thrust) (Two Handed)
3% Archery Damage
3% Archery Range
3% Archery Haste
4 Longbow
9 Dexterity Cap
15 Dexterity
Casts: Breath of Grace (Usable)
Also Casts: Arrows of Wildfire (Proc)
Or: Leg Shot

Scout Belial Blade

Sword 16.5 DPS 4.2 Speed (Slash)
4% Melee Damage
4% Style Damage
4 All Primary Melee
8 Strength Cap
12 Strength
12 Quickness
Casts: King's Shield (Always On)
Also Casts: Regeneration of Kings (Usable)
Or: Perfectly Balanced (Proc)

Scout Belial Edge

Rapier 16.5 DPS 4.2 Speed (Thrust)
4% Melee Damage
4% Style Damage
4 All Primary Melee
5 Strength Cap
5 Dexterity Cap
9 Strength
9 Dexterity
Casts: King's Shield (Always On)
Also Casts: Regeneration of Kings (Usable)
Or: Perfectly Balanced (Proc)

Upsilon Sorcerer Staff

Staff 16.5 DPS 5.0 Speed (Crush) (Two Handed)
4% Spell Damage
4% Spell Haste
2 All Casting
6 Dexterity Cap
6 Acuity Cap
6 Power Cap
5% Power
50 Levels All Focus
Casts: Replenishment (Usable)
Also Casts: Powers of the Arcane (Usable)
Or: King's Blessing (Usable)

Upsilon Theurgist Staff

Staff 16.5 DPS 5.0 Speed (Crush) (Two Handed)
4% Spell Damage
4% Spell Haste
2 All Casting
6 Dexterity Cap
6 Acuity Cap
6 Power Cap
5% Power
50 Levels All Focus
Casts: Replenishment (Usable)
Also Casts: Powers of the Arcane (Usable)
Or: King's Blessing (Usable)

Upsilon Wizard Staff

Staff 16.5 DPS 5.0 (Crush) (Two Handed)
4% Spell Damage
4% Spell Haste
2 All Casting
6 Dexterity Cap
6 Acuity Cap
6 Power Cap
5% Power
50 Levels All Focus
Casts: Replenishment (Usable)
Also Casts: Powers of the Arcane (Usable)
Or: King's Blessing (Usable)

Hibernia

Draiocht Animist Staff

Staff 16.5 DPS 5.0 Speed (Crush) (Two Handed)
4% Spell Damage
4% Spell Haste
3 All Casting
6 Dexterity Cap
6 Acuity Cap
6 Dexterity
6% Power
50 Levels All Focus
Casts: Replenishment (Usable)
Also Casts: Powers of the Arcane (Usable)
Or: King's Blessing (Usable)

Draiocht Bainshee Staff

Staff 16.5 DPS 5.0 Speed (Crush) (Two Handed)
4% Spell Damage
4% Spell Haste
2 All Casting
6 Dexterity Cap
6 Acuity Cap
6 Power Cap
5% Power
50 Levels All Focus
Casts: Replenishment (Usable)
Also Casts: Powers of the Arcane (Usable)
Or: King's Blessing (Usable)

Dochar Bard Blade

Sword 16.5 DPS 4.2 Speed (Slash)
3% Melee Damage
3% Melee Haste
3% Style Damage
4 Blades
5 Strength Cap
5% Spell Duration
5% Heal Bonus
Casts: King's Precision (Usable)
Also Casts: King's Blessing (Usable)
Or: Perfectly Balanced (Proc)

Dochar Bard Hammer

Mace 16.5 DPS 4.2 Speed (Crush)
3% Melee Damage
3% Melee Haste
3% Style Damage
4 Blunt
5 Strength Cap
5% Spell Duration
5% Heal Bonus
Casts: King's Precision (Usable)
Also Casts: King's Blessing (Usable)
Or: Perfectly Balanced (Proc)

Draiocht Bard Harp

Harp
4% Spell Range
4% Spell Haste
7% Spell Duration
9 Dexterity
6% Power
5% Heal Bonus
Casts: Replenishment (Usable)
Also Casts: King's Precision (Usable)
Or: Barbs

Blademaster Fuar Steel

Rapier 16.5 DPS 4.2 Speed (Thrust)
4% Melee Damage
4% Style Damage
4 All Primary Melee
5 Strength Cap
6 Dexterity Cap
8 Strength
9 Dexterity
Casts: Confound (Proc)
Also Casts: Regeneration of Kings (Usable)
Or: Perfectly Balanced (Proc)

Dochar Blademaster Steel

Stiletto 16.5 DPS 3.4 Speed (Thrust) (Offhand)
4% Melee Damage
4% Style Damage
4 All Primary Melee
5 Strength Cap
6 Dexterity Cap
8 Strength
9 Dexterity
Casts: Confound (Proc)
Also Casts: Regeneration of Kings (Usable)
Or: Perfectly Balanced (Proc)

Blademaster Fuar Blade

Sword 16.5 DPS 4.2 Speed (Slash)
4% Melee Damage
4% Style Damage
4 All Primary Melee
8 Strength Cap
12 Strength
12 Quickness
Casts: Confound (Proc)
Also Casts: Regeneration of Kings (Usable)
Or: Perfectly Balanced (Proc)

Dochar Blademaster Blade

Sword 16.5 DPS 4.0 Speed (Slash) (Offhand)
4% Melee Damage
4% Style Damage
4 All Primary Melee
8 Strength Cap
12 Strength
12 Quickness
Casts: Confound (Proc)
Also Casts: Regeneration of Kings (Usable)
Or: Perfectly Balanced (Proc)

Blademaster Fuar Hammer

Mace 16.5 DPS 4.2 Speed (Crush)
4% Melee Damage
4% Style Damage
4 All Primary Melee
8 Strength Cap
12 Strength
12 Quickness
Casts: Confound (Proc)
Also Casts: Regeneration of Kings (Usable)
Or: Perfectly Balanced (Proc)

Dochar Blademaster Hammer

Club 16.5 DPS 4.0 Speed (Crush) (Offhand)
4% Melee Damage
4% Style Damage
4 All Primary Melee
8 Strength Cap
12 Strength
12 Quickness
Casts: Confound (Proc)
Also Casts: Regeneration of Kings (Usable)
Or: Perfectly Balanced (Proc)

Dochar Champion Steel

Rapier 16.5 DPS 4.2 Speed (Thrust)
3% Melee Haste
3% Spell Damage
3% Style Damage
4 Piercing
4 Strength Cap
4 Dexterity Cap
5% Spell Duration
8 Dexterity
Casts: Regeneration of Kings (Usable)
Also Casts: Breath of Grace (Usable)
Or: Perfectly Balanced (Proc)

Dochar Champion Blade

Sword 16.5 DPS 4.2 Speed (Slash)
3% Melee Haste
3% Spell Damage
3% Style Damage
4 Blades
4 Strength Cap
4 Dexterity Cap
5% Spell Duration
8 Dexterity
Casts: Regeneration of Kings (Usable)
Also Casts: Breath of Grace (Usable)
Or: Perfectly Balanced (Proc)

Dochar Champion Hammer

Mace 16.5 DPS 4.2 Speed (Crush)
3% Melee Haste
3% Spell Damage
3% Style Damage
4 Blunt
4 Strength Cap
4 Dexterity Cap
5% Spell Duration
8 Dexterity
Casts: Regeneration of Kings (Usable)
Also Casts: Breath of Grace (Usable)
Or: Perfectly Balanced (Proc)

Dochar Champion Warhammer

Hammer 16.5 DPS 5.6 Speed (Crush) (Two Handed)
3% Melee Haste
3% Melee Damage
3% Style Damage
4 Large Weaponry
5 Strength Cap
8 Strength
5% Spell Duration
8 Quickness
Casts: Regeneration of Kings (Usable)
Also Casts: Breath of Grace (Usable)
Or: Perfectly Balanced (Proc)

Dochar Champion Warblade

Sword 16.5 DPS 5.6 Speed (Slash) (Two Handed)
3% Melee Haste
3% Melee Damage
3% Style Damage
4 Large Weaponry
5 Strength Cap
8 Strength
5% Spell Duration
8 Quickness
Casts: Regeneration of Kings (Usable)
Also Casts: Breath of Grace (Usable)
Or: Perfectly Balanced (Proc)

Dochar Druid Blade

Sword 16.5 DPS 4.2 Speed (Slash)
4% Spell Haste
4% Spell Range
6% Power
5 Power Cap
6% Heal Bonus
4 Acuity Cap
4 Dexterity Cap
Casts: Replenishment (Usable)
Also Casts: King's Blessing (Usable)
Or: Barbs (Usable)

Dochar Druid Hammer

Mace 16.5 DPS 4.2 Speed (Crush)
4% Spell Haste
4% Spell Range
6% Power
5 Power Cap
6% Heal Bonus
4 Acuity Cap
4 Dexterity Cap
Casts: Replenishment (Usable)
Also Casts: King's Blessing (Usable)
Or: Barbs (Usable)

Draiocht Eldritch Staff

Staff 16.5 DPS 5.0 Speed (Crush) (Two Handed)
4% Spell Damage
4% Spell Haste
3 All Casting
6 Dexterity Cap
6 Acuity Cap
6 Dexterity
6% Power
50 Levels All Focus
Casts: Replenishment (Usable)
Also Casts: Powers of the Arcane (Usable)
Or: King's Blessing (Usable)

Draiocht Enchanter Staff

Staff 16.5 DPS 5.0 Speed (Crush) (Two Handed)
4% Spell Damage
4% Spell Haste
2 All Casting
6 Dexterity Cap
6 Acuity Cap
6 Power Cap
5% Power
50 Levels All Focus
Casts: Replenishment (Usable)
Also Casts: Powers of the Arcane (Usable)
Or: King's Blessing (Usable)

Dochar Hero Steel

Rapier 16.5 DPS 4.2 Speed (Thrust)
3% Melee Haste
3% Melee Damage
3% Style Damage
4 Piercing
5 Strength Cap
5 Dexterity Cap
8 Strength
8 Dexterity
Casts: Breath of Grace (Usable)
Also Casts: King's Shield (Always On)
Or: Perfectly Balanced (Proc)

Dochar Hero Blade

Sword 16.5 DPS 4.2 Speed (Slash)
3% Melee Haste
3% Melee Damage
3% Style Damage
4 Blades
5 Strength Cap
5 Dexterity Cap
8 Strength
8 Dexterity
Casts: Breath of Grace (Usable)
Also Casts: King's Shield (Always On)
Or: Perfectly Balanced (Proc)

Dochar Hero Hammer

Mace 16.5 DPS 4.2 Speed (Crush)
3% Melee Haste
3% Melee Damage
3% Style Damage
4 Blunt
5 Strength Cap
5 Dexterity Cap
8 Strength
8 Dexterity
Casts: Breath of Grace (Usable)
Also Casts: King's Shield (Always On)
Or: Perfectly Balanced (Proc)

Dochar Hero Warhammer

Hammer 16.5 DPS 5.6 Speed (Crush) (Two Handed)
3% Melee Haste
3% Melee Damage
3% Style Damage
4 Large Weaponry
6 Strength Cap
9 Strength
9 Dexterity
9 Quickness
Casts: Breath of Grace (Usable)
Also Casts: King's Shield (Always On)
Or: Perfectly Balanced (Proc)

Dochar Hero Warblade

Sword 16.5 DPS 5.6 Speed (Slash) (Two Handed)
3% Melee Haste
3% Melee Damage
3% Style Damage
4 Large Weaponry
6 Strength Cap
9 Strength
9 Dexterity
9 Quickness
Casts: Breath of Grace (Usable)
Also Casts: King's Shield (Always On)
Or: Perfectly Balanced (Proc)

Dochar Hero Slashing Spear

Spear 16.5 DPS 5.2 Speed (Thrust) (Two Handed)
3% Melee Haste
3% Melee Damage
3% Style Damage
4 Celtic Spear
6 Strength Cap
9 Strength
9 Dexterity
9 Quickness
Casts: Breath of Grace (Usable)
Also Casts: King's Shield (Always On)
Or: Perfectly Balanced (Proc)

Draiocht Mentalist Staff

Staff 16.5 DPS 5.0 Speed (Crush) (Two Handed)
4% Spell Damage
4% Spell Haste
3 All Casting
6 Dexterity Cap
6 Acuity Cap
6% Power
6 Dexterity
50 Levels All Focus
Casts: Replenishment (Usable)
Also Casts: Powers of the Arcane (Usable)
Or: King's Blessing (Usable)

Nightshade Fuar Steel

Rapier 16.5 DPS 4.2 Speed (Thrust)
4% Melee Damage
4% Style Damage
4 All Primary Melee
5 Strength Cap
6 Dexterity Cap
8 Strength
9 Dexterity
Casts: Sapped Breath (Proc)
Also Casts: Regeneration of Kings (Usable)
Or: Perfectly Balanced (Proc)

Dochar Nightshade Steel

Stiletto 16.5 DPS 3.4 Speed (Thrust) (Offhand)
4% Melee Damage
4% Style Damage
4 All Primary Melee
5 Strength Cap
6 Dexterity Cap
8 Strength
9 Dexterity
Casts: Sapped Breath (Proc)
Also Casts: Regeneration of Kings (Usable)
Or: Perfectly Balanced (Proc)

Nightshade Fuar Blade

Sword 16.5 DPS 4.2 Speed Quality (Slash)
4% Melee Damage
4% Style Damage
4 All Primary Melee
6 Strength Cap
5 Dexterity Cap
9 Strength
8 Dexterity
Casts: Sapped Breath (Proc)
Also Casts: Regeneration of Kings (Usable)
Or: Perfectly Balanced (Proc)

Dochar Nightshade Blade

Sword 16.5 DPS 4.0 Speed (Slash) (Offhand)
4% Melee Damage
4% Style Damage
4 All Primary Melee
6 Strength Cap
5 Dexterity Cap
9 Strength
8 Dexterity
Casts: Sapped Breath (Proc)
Also Casts: Regeneration of Kings (Usable)
Or: Perfectly Balanced (Proc)

Ranger Fuar Steel

Rapier 16.5 DPS 4.2 Speed (Thrust)
4% Melee Damage
4% Style Damage
4 All Primary Melee
5 Strength Cap
6 Dexterity Cap
8 Strength
9 Dexterity
Casts: King's Shield (Always On)
Also Casts: Regeneration of Kings (Usable)
Or: Perfectly Balanced (Proc)

Dochar Ranger Steel

Stiletto 16.5 DPS 3.4 Speed (Thrust) (Offhand)
4% Melee Damage
4% Style Damage
4 All Primary Melee
5 Strength Cap
6 Dexterity Cap
8 Strength
9 Dexterity
Casts: King's Shield (Always On)
Also Casts: Regeneration of Kings (Usable)
Or: Perfectly Balanced (Proc)

Ranger Fuar Blade

Sword 16.5 DPS 4.2 Speed (Slash)
4% Melee Damage
4% Style Damage
4 All Primary Melee
8 Strength Cap
12 Strength
12 Quickness
Casts: King's Shield (Always On)
Also Casts: Regeneration of Kings (Usable)
Or: Perfectly Balanced (Proc)

Dochar Ranger Blade

Sword 16.5 DPS 4.0 Speed (Slash) (Offhand)
4% Melee Damage
4% Style Damage
4 All Primary Melee
8 Strength Cap
12 Strength
12 Quickness
Casts: King's Shield (Always On)
Also Casts: Regeneration of Kings (Usable)
Or: Perfectly Balanced (Proc)

Dochar Ranger Recurve Bow

Bow 16.5 DPS 5.7 Speed (Thrust) (Two Handed)
3% Archery Damage
3% Archery Range
3% Archery Haste
4 Recurve Bow
9 Dexterity Cap
15 Dexterity
Casts: Breath of Grace (Usable)
Also Casts: Kinetic Arrows (Proc)
Or: Leg Shot

Dochar Valewalker Scythe

Scythe 16.5 DPS 5.5 Speed (Slash) (Two Handed)
4% Melee Damage
4% Style Damage
4 Scythe
5 Strength Cap
5 Dexterity Cap
4 Acuity Cap
6 Dexterity
Casts: King's Shield (Always On)
Also Casts: Confound (Proc)
Or: Perfectly Balanced (Proc)

Vampiir Fuar Steel

Rapier 16.5 DPS 4.2 Speed (Thrust)
4% Melee Damage
4% Style Damage
4 Piercing
5 Strength Cap
6 Dexterity Cap
8 Strength
9 Dexterity
Casts: Sapped Breath (Proc)
Also Casts: King's Shield (Always On)
Or: Perfectly Balanced (Proc)

Dochar Warden Blade

Sword 16.5 DPS 4.2 (Slash)
3% Melee Haste
3% Spell Haste
3% Style Damage
4 Blades
5 Strength Cap
5 Dexterity Cap
5% Heal Bonus
Casts: King's Shield (Always On)
Also Casts: King's Precision (Usable)
Or: Withered Assault (Proc)

Dochar Warden Hammer

Mace 16.5 DPS 4.2 Speed (Crush)
3% Melee Haste
3% Spell Haste
3% Style Damage
4 Blunt
5 Strength Cap
5 Dexterity Cap
5% Heal Bonus
Casts: King's Shield (Always On)
Also Casts: King's Precision (Usable)
Or: Withered Assault (Proc)

Midgard

Ansuz Bonedancer Staff

Staff 16.5 DPS 5.0 Speed (Crush) (Two Handed)
4% Spell Damage
4% Spell Haste
2 All Casting
6 Dexterity Cap
6 Acuity Cap
6 Power Cap
5% Power
50 Levels All Focus
Casts: Replenishment (Usable)
Also Casts: Powers of the Arcane (Usable)
Or: King's Blessing (Usable)

Burisaz Berserker Axe

Axe 16.5 DPS 4.0 Speed (Slash) (Offhand)
3% Melee Damage
3% Style Damage
3% Melee Haste
4 All Primary Melee
8 Strength Cap
10 Strength
10 Quickness
Casts: Confound (Proc)
Also Casts: Regeneration of Kings (Usable)
Or: Perfectly Balanced (Proc)

Burisaz Berserker Sword

Sword 16.5 DPS 4.3 Speed (Slash)
3% Melee Damage
3% Style Damage
3% Melee Haste
4 All Primary Melee
8 Strength Cap
10 Strength
10 Quickness
Casts: Confound (Proc)
Also Casts: Regeneration of Kings (Usable)
Or: Perfectly Balanced (Proc)

Burisaz Berserker Two-Handed Sword

Sword 16.5 DPS 5.7 Speed (Slash) (Two Handed)
3% Melee Damage
3% Style Damage
3% Melee Haste
4 Hammer
8 Strength Cap
10 Strength
10 Quickness
Casts: Confound (Proc)
Also Casts: Regeneration of Kings (Usable)
Or: Perfectly Balanced (Proc)

Burisaz Berserker Heavy Axe

Axe 16.5 DPS 4.3 Speed (Slash)
3% Melee Damage
3% Style Damage
3% Melee Haste
4 All Primary Melee
8 Strength Cap
10 Strength
10 Quickness
Casts: Confound (Proc)
Also Casts: Regeneration of Kings (Usable)
Or: Perfectly Balanced (Proc)

Burisaz Berserker Two-Handed Axe

Axe 16.5 DPS 5.7 Speed (Slash) (Two Handed)
3% Melee Damage
3% Style Damage
3% Melee Haste
4 Hammer
8 Strength Cap
10 Strength
10 Quickness
Casts: Confound (Proc)
Also Casts: Regeneration of Kings (Usable)
Or: Perfectly Balanced (Proc)

Burisaz Berserker Two-Handed Hammer

Hammer 16.5 DPS 5.7 Speed (Crush) (Two Handed)
3% Melee Damage
3% Style Damage
3% Melee Haste
4 Hammer
8 Strength Cap
10 Strength
10 Quickness
Casts: Confound (Proc)
Also Casts: Regeneration of Kings (Usable)
Or: Perfectly Balanced (Proc)

Ansuz Healer Hammer

Hammer 16.5 DPS 4.3 Speed (Crush)
4% Spell Haste
4% Spell Range
6% Power
5 Power Cap
6% Heal Bonus
4 Acuity Cap
4 Dexterity Cap
Casts: Replenishment (Usable)
Also Casts: King's Blessing (Usable)
Or: Perfectly Balanced (Proc)

Ansuz Healer Two-Handed Hammer

Hammer 16.5 DPS 5.7 Speed (Crush) (Two Handed)
4% Spell Haste
4% Spell Range
6% Power
5 Power Cap
6% Heal Bonus
4 Acuity Cap
4 Dexterity Cap
Casts: Replenishment (Usable)
Also Casts: King's Blessing (Usable)
Or: Perfectly Balanced (Proc)

Burisaz Hunter Sword

Sword 16.5 DPS 4.3 Speed (Slash)
3% Melee Damage
3% Style Damage
3% Melee Haste
4 All Primary Melee
8 Strength Cap
10 Strength
10 Quickness
Casts: King's Shield (Always On)
Also Casts: Regeneration of Kings (Usable)
Or: Perfectly Balanced (Proc)

Burisaz Hunter Two-Handed Sword

Sword 16.5 DPS 5.7 Speed (Slash) (Two Handed)
3% Melee Damage
3% Style Damage
3% Melee Haste
4 All Primary Melee
8 Strength Cap
10 Strength
10 Quickness
Casts: King's Shield (Always On)
Also Casts: Regeneration of Kings (Usable)
Or: Perfectly Balanced (Proc)

Burisaz Hunter Compound Bow

Bow 16.5 DPS 5.2 Speed (Thrust) (Two Handed)
3% Archery Damage
3% Archery Range
3% Archery Haste
4 Composite Bow
9 Dexterity Cap
8 Dexterity
8 Quickness
Casts: Breath of Grace (Usable)
Also Casts: Arrows of Frost (Proc)
Or: Leg Shot (Usable)

Burisaz Hunter Spear

Spear 16.5 DPS 4.5 Speed (Thrust) (Two Handed)
3% Melee Damage
3% Style Damage
3% Melee Haste
4 Spear
5 Strength Cap
8 Strength
5 Dexterity Cap
8 Dexterity
Casts: King's Shield (Always On)
Also Casts: Regeneration of Kings (Usable)
Or: Perfectly Balanced (Proc)

Burisaz Hunter Slashing Spear

Spear 16.5 DPS 4.5 Speed (Slash) (Two Handed)
3% Melee Damage
3% Style Damage
3% Melee Haste
4 Spear
5 Strength Cap
8 Strength
5 Dexterity Cap
8 Dexterity
Casts: King's Shield (Always On)
Also Casts: Regeneration of Kings (Usable)
Or: Perfectly Balanced (Proc)

Ansuz Runemaster Staff

Staff 16.5 DPS 5.0 Speed (Crush) (Two Handed)
4% Spell Damage
4% Spell Haste
3 All Casting
6 Dexterity Cap
6 Acuity Cap
6 Dexterity
6% Power
50 Levels All Focus
Casts: Replenishment (Usable)
Also Casts: Powers of the Arcane (Usable)
Or: King's Blessing (Usable)

Burisaz Savage Axe

Axe 16.5 DPS 4.3 Speed (Slash)
4% Melee Damage
4% Style Damage
4 Axe
7 Strength Cap
9 Strength
9 Dexterity
9 Quickness
Casts: King's Shield (Always On)
Also Casts: Sapped Breath (Proc)
Or: Regeneration of Kings (Usable)

Burisaz Savage Two-Handed Axe

Axe 16.5 DPS 5.5 Speed (Slash) (Two Handed)
3% Melee Damage
3% Style Damage
3% Melee Haste
4 Axe
8 Strength Cap
10 Dexterity
10 Quickness
Casts: King's Shield (Always On)
Also Casts: Sapped Breath (Proc)
Or: Regeneration of Kings (Usable)

Burisaz Savage Sword

Sword 16.5 DPS 4.3 Speed (Slash)
4% Melee Damage
4% Style Damage
4 Sword
7 Strength Cap
9 Strength
9 Dexterity
9 Quickness
Casts: King's Shield (Always On)
Also Casts: Sapped Breath (Proc)
Or: Regeneration of Kings (Usable)

Burisaz Savage Two-Handed Sword

Sword 16.5 DPS 5.5 Speed (Slash) (Two Handed)
3% Melee Damage
3% Style Damage
3% Melee Haste
4 Sword
8 Strength Cap
10 Dexterity
10 Quickness
Casts: King's Shield (Always On)
Also Casts: Sapped Breath (Proc)
Or: Regeneration of Kings (Usable)

Burisaz Savage Hammer

Hammer 16.5 DPS 4.3 Speed (Crush)
4% Melee Damage
4% Style Damage
4 Hammer
7 Strength Cap
9 Strength
9 Dexterity
9 Quickness
Casts: King's Shield (Always On)
Also Casts: Sapped Breath (Proc)
Or: Regeneration of Kings (Usable)

Burisaz Savage Two-Handed Hammer

Hammer 16.5 DPS 5.5 Speed (Crush) (Two Handed)
3% Melee Damage
3% Style Damage
3% Melee Haste
4 Hammer
8 Strength Cap
10 Dexterity
10 Quickness
Casts: King's Shield (Always On)
Also Casts: Sapped Breath (Proc)
Or: Regeneration of Kings (Usable)

Burisaz Savage Crushing Glaive

Greave 16.5 DPS 4.2 Speed (Thrust)
4% Melee Damage
4% Style Damage
4 Hand to Hand
5 Strength Cap
5 Strength Cap
8 Strength
6 Dexterity
6 Quickness
Casts: King's Shield (Always On)
Also Casts: Sapped Breath (Proc)
Or: Regeneration of Kings (Usable)

Burisaz Savage Crushing Claw

Greave 16.5 DPS 4.0 Speed (Thrust) (Offhand)
4% Melee Damage
4% Style Damage
4 Hand to Hand
5 Strength Cap
5 Strength Cap
8 Strength
6 Dexterity
6 Quickness
Casts: King's Shield (Always On)
Also Casts: Sapped Breath (Proc)
Or: Regeneration of Kings (Usable)

Burisaz Savage Slashing Glaive

Greave 16.5 DPS 4.2 Speed (Slash)
4% Melee Damage
4% Style Damage
4 Hand to Hand
5 Strength Cap
5 Strength Cap
8 Strength
6 Dexterity
6 Quickness
Casts: King's Shield (Always On)
Also Casts: Sapped Breath (Proc)
Or: Regeneration of Kings (Usable)

Burisaz Savage Slashing Claw

Greave 16.5 DPS 4.0 Speed (Slash) (Offhand)
4% Melee Damage
4% Style Damage
4 Hand to Hand
5 Strength Cap
5 Strength Cap
8 Strength
6 Dexterity
6 Quickness
Casts: King's Shield (Always On)
Also Casts: Sapped Breath (Proc)
Or: Regeneration of Kings (Usable)

Burisaz Shadowblade Axe

Axe 16.5 DPS 4.0 Speed (Slash) (Offhand)
4% Melee Damage
4% Style Damage
4 All Primary Melee
7 Strength Cap
10 Strength
6 Dexterity
10 Quickness
Casts: Sapped Breath (Proc)
Also Casts: Regeneration of Kings (Usable)
Or: Perfectly Balanced (Proc)

Burisaz Shadowblade Sword

Sword 16.5 DPS 4.3 Speed (Slash)
4% Melee Damage
4% Style Damage
4 All Primary Melee
7 Strength Cap
10 Strength
6 Dexterity
10 Quickness
Casts: Sapped Breath (Proc)
Also Casts: Regeneration of Kings (Usable)
Or: Perfectly Balanced (Proc)

Burisaz Shadowblade Heavy Sword

Sword 16.5 DPS 5.7 Speed (Slash) (Two Handed)
4% Melee Damage
4% Style Damage
4 All Primary Melee
7 Strength Cap
10 Strength
6 Dexterity
10 Quickness
Casts: Sapped Breath (Proc)
Also Casts: Regeneration of Kings (Usable)
Or: Perfectly Balanced (Proc)

Burisaz Shadowblade Heavy Axe

Axe 16.5 DPS 4.3 Speed (Slash)
4% Melee Damage
4% Style Damage
4 All Primary Melee
7 Strength Cap
10 Strength
6 Dexterity
10 Quickness
Casts: Sapped Breath (Proc)
Also Casts: Regeneration of Kings (Usable)
Or: Perfectly Balanced (Proc)

Burisaz Shadowblade Heavy Axe

Axe 16.5 DPS 5.7 Speed (Slash) (Two Handed)
4% Melee Damage
4% Style Damage
4 All Primary Melee
7 Strength Cap
10 Strength
6 Dexterity
10 Quickness
Casts: Sapped Breath (Proc)
Also Casts: Regeneration of Kings (Usable)
Or: Perfectly Balanced (Proc)

Ansuz Shaman Hammer

Hammer 16.5 DPS 4.3 Speed (Crush)
4% Spell Haste
4% Spell Range
6% Power
5 Power Cap
6% Heal Bonus
4 Acuity Cap
4 Dexterity Cap
Casts: Replenishment (Usable)
Also Casts: Withered Armor (Usable)
Or: King's Blessing (Usable)

Ansuz Shaman Two-Handed Hammer

Hammer 16.5 DPS 5.7 Speed (Crush) (Two Handed)
4% Spell Haste
4% Spell Range
6% Power
5 Power Cap
6% Heal Bonus
4 Acuity Cap
4 Dexterity Cap
Casts: Replenishment (Usable)
Also Casts: Withered Armor (Usable)
Or: King's Blessing (Usable)

Burisaz Skald Sword

Sword 16.5 DPS 4.3 Speed (Slash)
3% Melee Damage
3% Style Damage
3% Spell Damage
4 Sword
5 Strength Cap
5 Acuity Cap
8 Strength
8 Dexterity
Casts: King's Precision (Usable)
Also Casts: Regeneration of Kings (Usable)
Or: Withered Armor (Usable)

Burisaz Skald Two-Handed Sword

Sword 16.5 DPS 5.7 Speed (Slash)(Two Handed)
3% Melee Damage
3% Style Damage
3% Spell Damage
4 Sword
5 Strength Cap
5 Acuity Cap
8 Strength
8 Dexterity
Casts: King's Precision (Usable)
Also Casts: Regeneration of Kings (Usable)
Or: Withered Armor (Usable)

Burisaz Skald Axe

Axe 16.5 DPS 4.3 Speed (Slash)
3% Melee Damage
3% Style Damage
3% Spell Damage
4 Axe
5 Strength Cap
5 Acuity Cap
8 Strength
8 Dexterity
Casts: King's Precision (Usable)
Also Casts: Regeneration of Kings (Usable)
Or: Withered Armor (Usable)

Burisaz Skald Two-Handed Axe

Axe 16.5 DPS 5.7 Speed (Slash) (Two Handed)
3% Melee Damage
3% Style Damage
3% Spell Damage
4 Axe
5 Strength Cap
5 Acuity Cap
8 Strength
8 Dexterity
Casts: King's Precision (Usable)
Also Casts: Regeneration of Kings (Usable)
Or: Withered Armor (Usable)

Burisaz Skald Hammer

Hammer 16.5 DPS 4.3 Speed (Crush)
3% Melee Damage
3% Style Damage
3% Spell Damage
4 Hammer
5 Strength Cap
5 Acuity Cap
8 Strength
8 Dexterity
Casts: King's Precision (Usable)
Also Casts: Regeneration of Kings (Usable)
Or: Withered Armor (Usable)

Burisaz Skald Two-Handed Hammer

Hammer 16.5 DPS 5.7 Speed (Crush) (Two Handed)
3% Melee Damage
3% Style Damage
3% Spell Damage
4 Hammer
5 Strength Cap
5 Acuity Cap
8 Strength
8 Dexterity
Casts: King's Precision (Usable)
Also Casts: Regeneration of Kings (Usable)
Or: Withered Armor (Usable)

Ansuz Spiritmaster Staff

Staff 16.5 DPS 5.0 Speed (Crush) (Two Handed)
4% Spell Damage
4% Spell Haste
3 All Casting
6 Dexterity Cap
6 Acuity Cap
6 Dexterity
6% Power
50 Levels All Focus
Casts: Replenishment (Usable)
Also Casts: Powers of the Arcane (Usable)
Or: King's Blessing (Usable)

Burisaz Thane Axe

Axe 16.5 DPS 4.3 Speed (Slash)
3% Melee Damage
3% Style Damage
3% Spell Damage
4 Axe
5 Strength Cap
5 Acuity Cap
8 Strength
8 Dexterity
Casts: Regeneration of Kings (Usable)
Also Casts: Perfectly Balanced (Proc)
Or: King's Shield (Always On)

Burisaz Thane Two-Handed Axe

Axe 16.5 DPS 5.7 Speed (Slash) (Two Handed)
3% Melee Damage
3% Spell Damage
3% Style Damage
4 Axe
5 Strength Cap
5 Acuity Cap
8 Strength
8 Dexterity
Casts: Regeneration of Kings (Usable)
Also Casts: Perfectly Balanced (Proc)
Or: King's Shield (Always On)

Burisaz Thane Sword

Sword 16.5 DPS 4.3 Speed (Slash)
3% Melee Damage
3% Style Damage
3% Spell Damage
4 Sword
5 Strength Cap
5 Acuity Cap
8 Strength
8 Dexterity
Casts: Regeneration of Kings (Usable)
Also Casts: Perfectly Balanced (Proc)
Or: King's Shield (Always On)

Burisaz Thane Two-Handed Sword

Sword 16.5 DPS 5.7 Speed (Slash) (Two Handed)
3% Melee Damage
3% Spell Damage
3% Style Damage
4 Sword
5 Strength Cap
5 Acuity Cap
8 Strength
8 Dexterity
Casts: Regeneration of Kings (Usable)
Also Casts: Perfectly Balanced (Proc)
Or: King's Shield (Always On)

Burisaz Thane Hammer

Hammer 16.5 DPS 4.3 Speed (Crush)
3% Melee Damage
3% Style Damage
3% Spell Damage
4 Hammer
5 Strength Cap
5 Acuity Cap
8 Strength
8 Dexterity
Casts: Regeneration of Kings (Usable)
Also Casts: Perfectly Balanced (Proc)
Or: King's Shield (Always On)

Burisaz Thane Two-Handed Hammer

Hammer 16.5 DPS 5.7 Speed (Crush) (Two Handed)
3% Melee Damage
3% Spell Damage
3% Style Damage
4 Hammer
5 Strength Cap
5 Acuity Cap
8 Strength
8 Dexterity
Casts: Regeneration of Kings (Usable)
Also Casts: Perfectly Balanced (Proc)
Or: King's Shield (Always On)

Burisaz Valkyrie Sword

Sword 16.5 DPS 4.3 Speed (Slash)
3% Melee Damage
3% Style Damage
3% Spell Damage
4 Sword
5 Strength Cap
5 Acuity Cap
8 Strength
8 Dexterity
Casts: Withered Assault (Proc)
Also Casts: King's Precision (Usable)
Or: Perfectly Balanced (Proc)

Burisaz Valkyrie Two-Handed Sword

Sword 16.5 DPS 5.7 Speed (Slash) (Two Handed)
3% Melee Damage
3% Style Damage
3% Spell Damage
4 Sword
5 Strength Cap
5 Acuity Cap
8 Strength
8 Dexterity
Casts: Withered Assault (Proc)
Also Casts: King's Precision (Usable)
Or: Perfectly Balanced (Proc)

Burisaz Valkyrie Thrusting Spear

Spear 16.5 DPS 4.5 Speed (Thrust) (Two Handed)
3% Melee Damage
3% Style Damage
3% Spell Damage
4 Spear
5 Strength Cap
5 Dexterity Cap
8 Strength
8 Dexterity
Casts: Withered Assault (Proc)
Also Casts: King's Precision (Usable)
Or: Perfectly Balanced (Proc)

Burisaz Valkyrie Slashing Spear

Spear 16.5 DPS 4.5 Speed (Slash) (Two Handed)
3% Melee Damage
3% Style Damage
3% Spell Damage
4 Spear
5 Strength Cap
5 Dexterity Cap
8 Strength
8 Dexterity
Casts: Withered Assault (Proc)
Also Casts: King's Precision (Usable)
Or: Perfectly Balanced (Proc)

Ansuz Warlock Staff

Staff 16.5 DPS 5.0 Speed (Crush) (Two Handed)
4% Spell Damage
4% Spell Haste
3 All Casting
6 Dexterity Cap
6 Acuity Cap
6 Dexterity
6% Power
50 Levels All Focus
Casts: Replenishment (Usable)
Also Casts: Powers of the Arcane (Usable)
Or: King's Blessing (Usable)

Burisaz Warrior Axe

Axe 16.5 DPS 4.3 Speed (Slash)
3% Melee Damage
3% Style Damage
3% Melee Haste
4 Axe
8 Strength Cap
10 Strength
10 Quickness
6 Dexterity
Casts: Breath of Grace (Usable)
Also Casts: King's Shield (Always On)
Or: Perfectly Balanced (Proc)

Burisaz Warrior Two-Handed Axe

Axe 16.5 DPS 5.5 Speed (Slash) (Two Handed)
3% Melee Damage
3% Style Damage
3% Melee Haste
4 Axe
8 Strength Cap
10 Strength
10 Quickness
Casts: Breath of Grace (Usable)
Also Casts: King's Shield (Always On)
Or: Perfectly Balanced (Proc)

Burisaz Warrior Sword

Sword 16.5 DPS 4.3 Speed (Slash)
3% Melee Damage
3% Style Damage
3% Melee Haste
4 Sword
8 Strength Cap
10 Strength
10 Quickness
Casts: Breath of Grace (Usable)
Also Casts: King's Shield (Always On)
Or: Perfectly Balanced (Proc)

Burisaz Warrior Two-Handed Sword

Sword 16.5 DPS 5.7 Speed (Slash) (Two Handed)
3% Melee Damage
3% Style Damage
3% Melee Haste
4 Sword
8 Strength Cap
10 Strength
10 Quickness
Casts: Breath of Grace (Usable)
Also Casts: King's Shield (Always On)
Or: Perfectly Balanced (Proc)

Burisaz Warrior Hammer

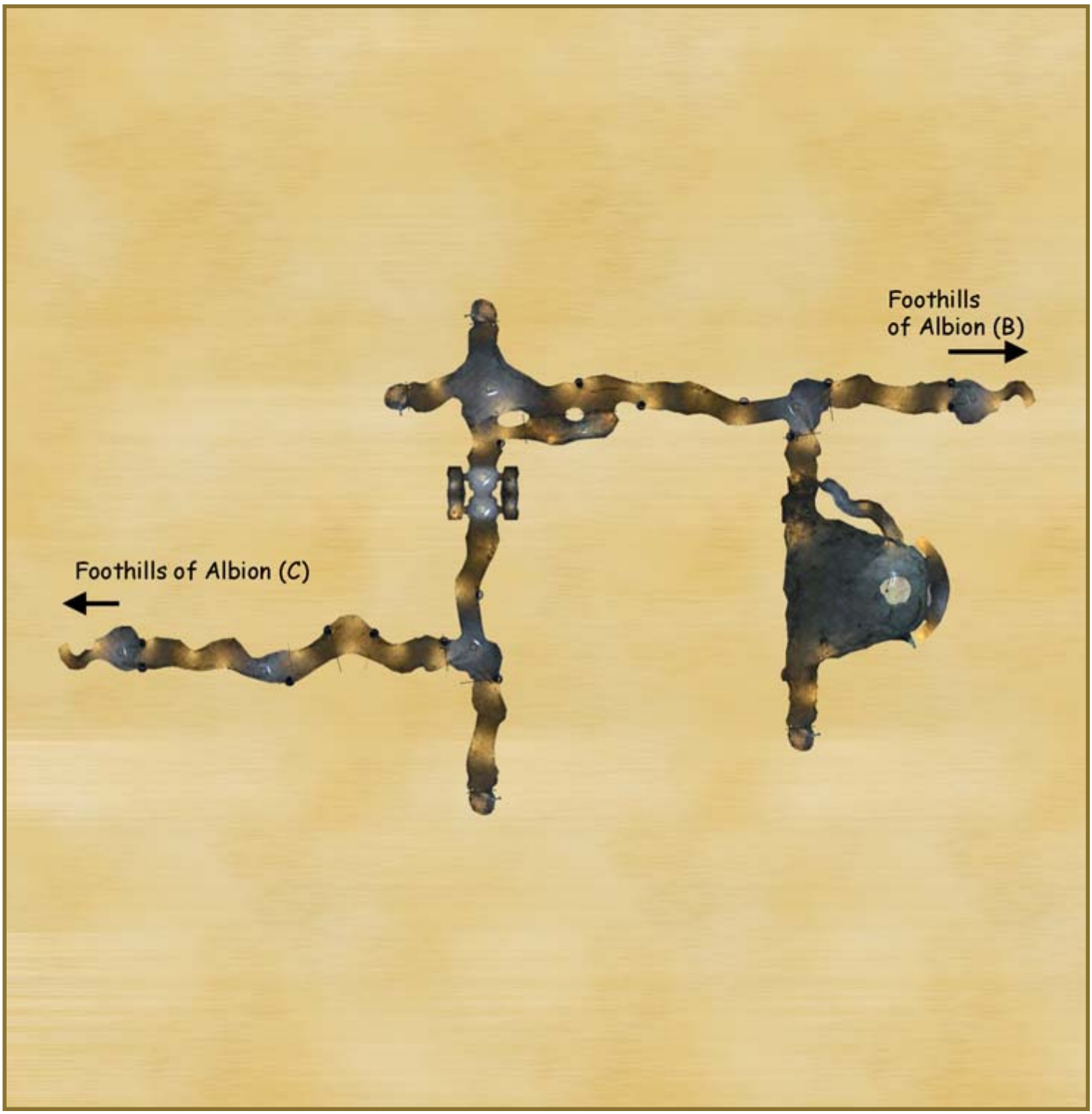
Hammer 16.5 DPS 4.3 Speed (Crush)
3% Melee Damage
3% Style Damage
3% Melee Haste
4 Hammer
8 Strength Cap
10 Strength
10 Quickness
Casts: Breath of Grace (Usable)
Also Casts: King's Shield (Always On)
Or: Perfectly Balanced (Proc)

Burisaz Warrior Two-Handed Hammer

Hammer 16.5 DPS 5.7 Speed (Crush) (Two Handed)
3% Melee Damage
3% Style Damage
3% Melee Haste
4 Hammer
8 Strength Cap
10 Strength
10 Quickness
Casts: Breath of Grace (Usable)
Also Casts: King's Shield (Always On)
Or: Perfectly Balanced (Proc)

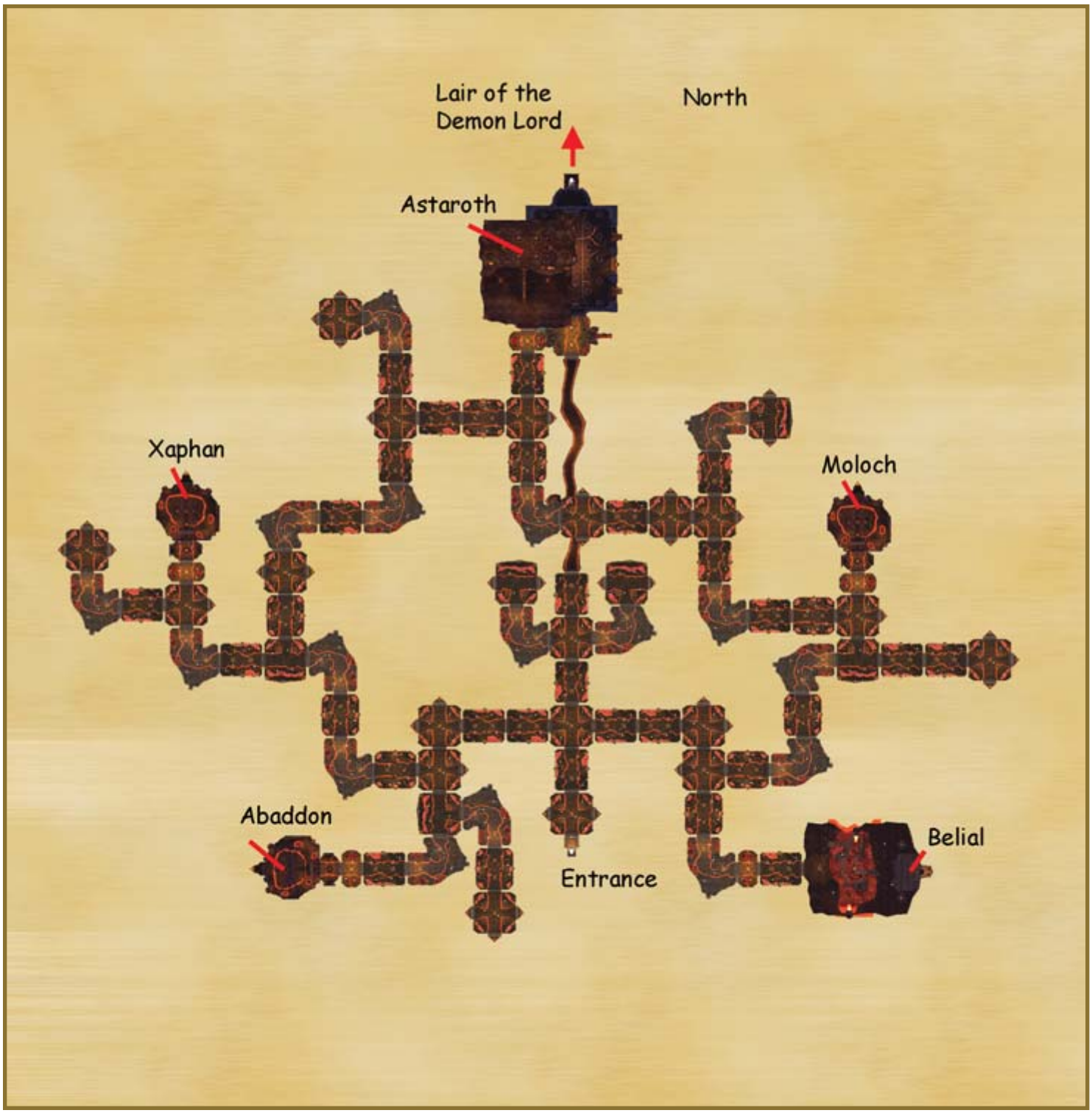


Baronis Gaol (Albion)



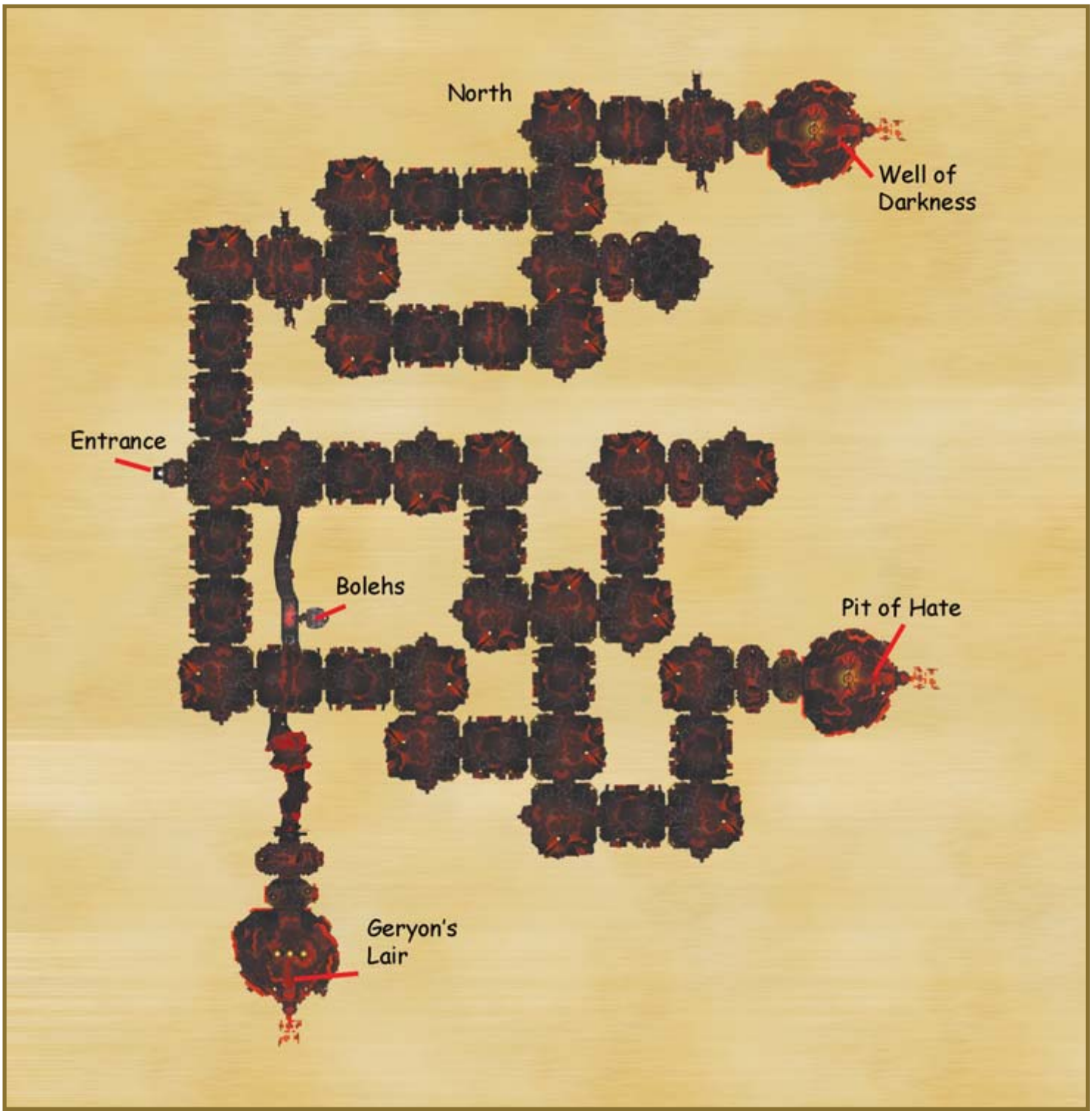
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Burning Caverns (Albion)



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Demonic Prison (Albion)



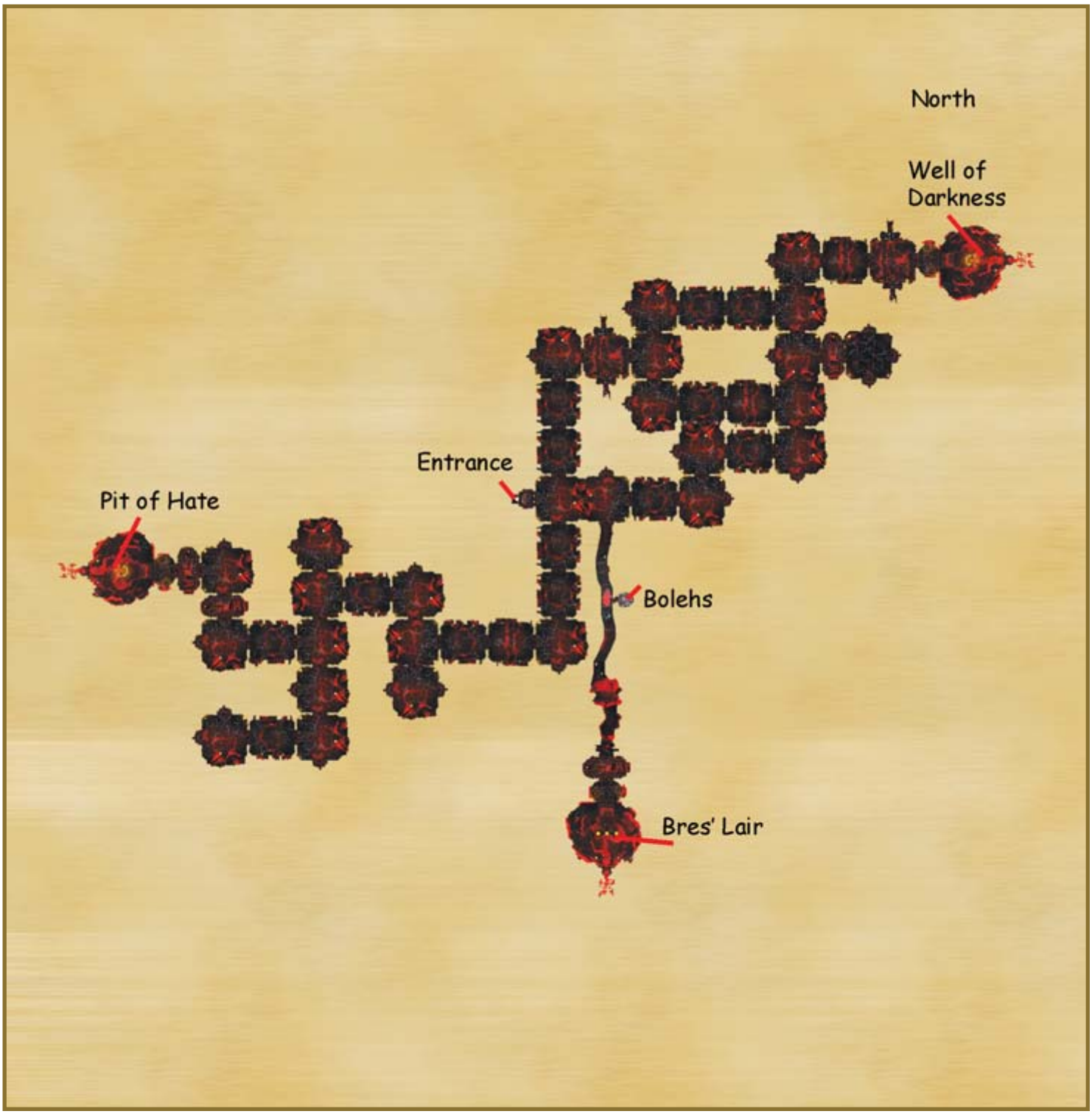
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Caves of Cruachan (Hibernia)



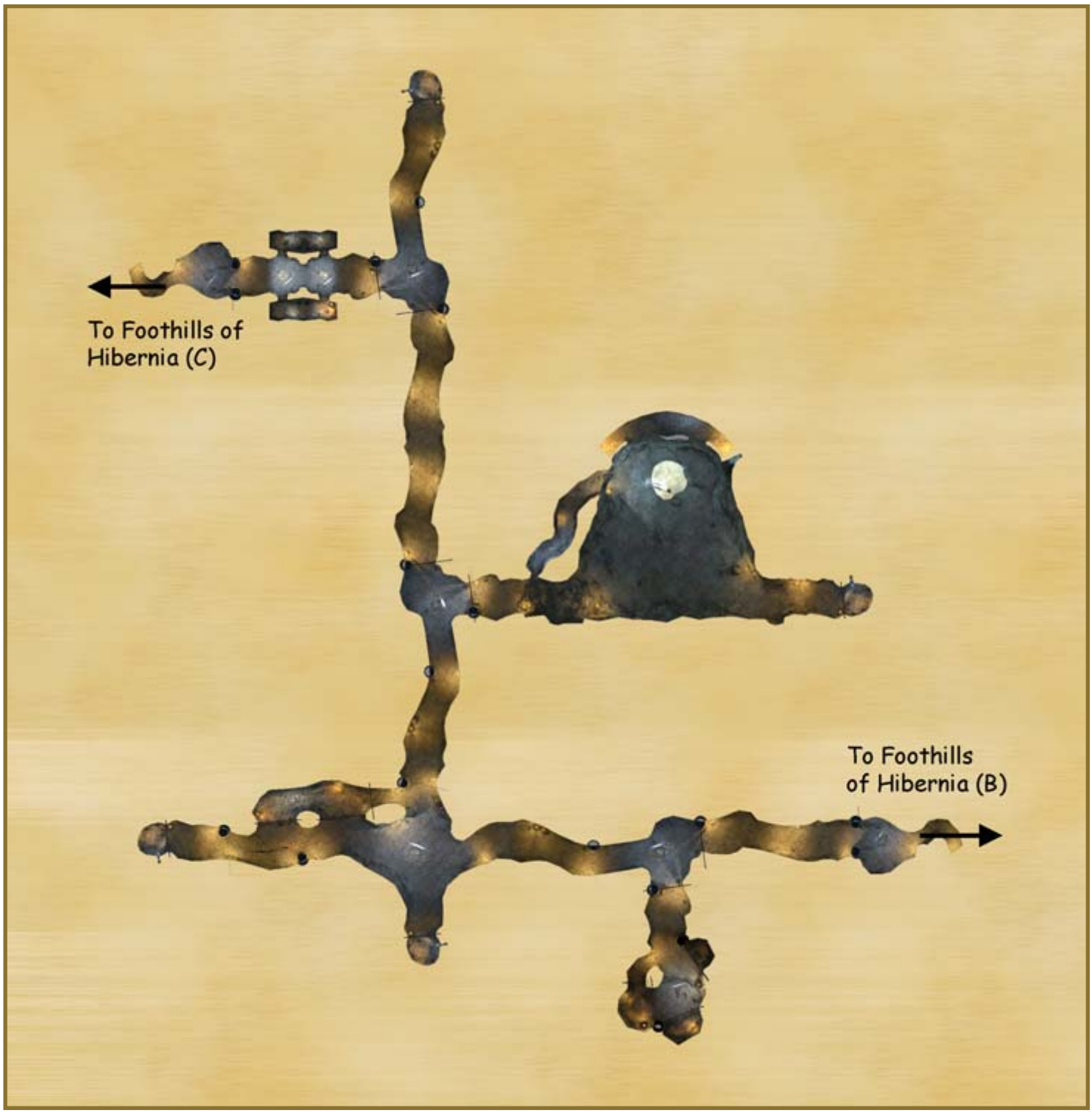
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Demonic Prison (Hibernia)



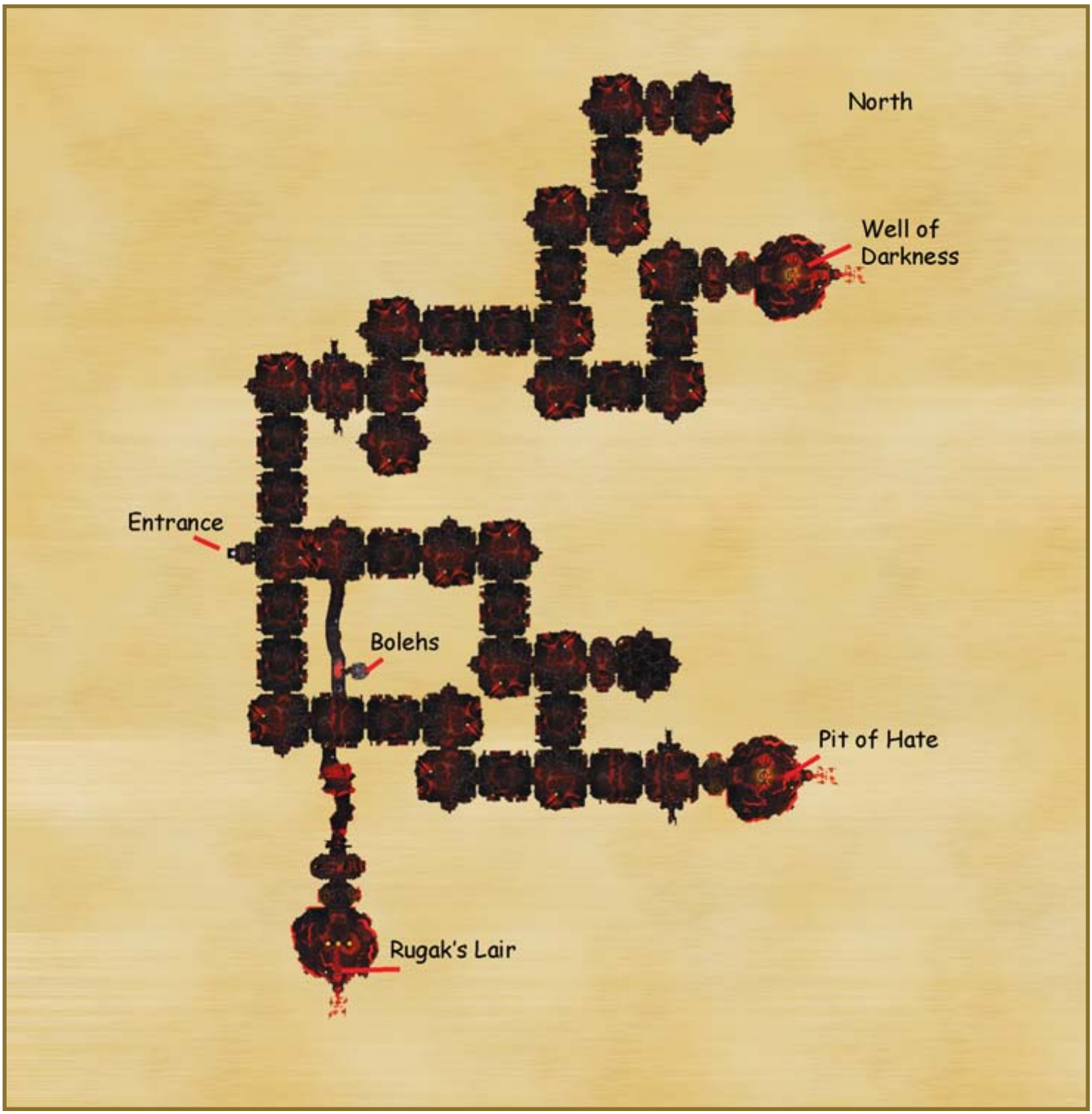
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Morfesa's Gaol (Hibernia)



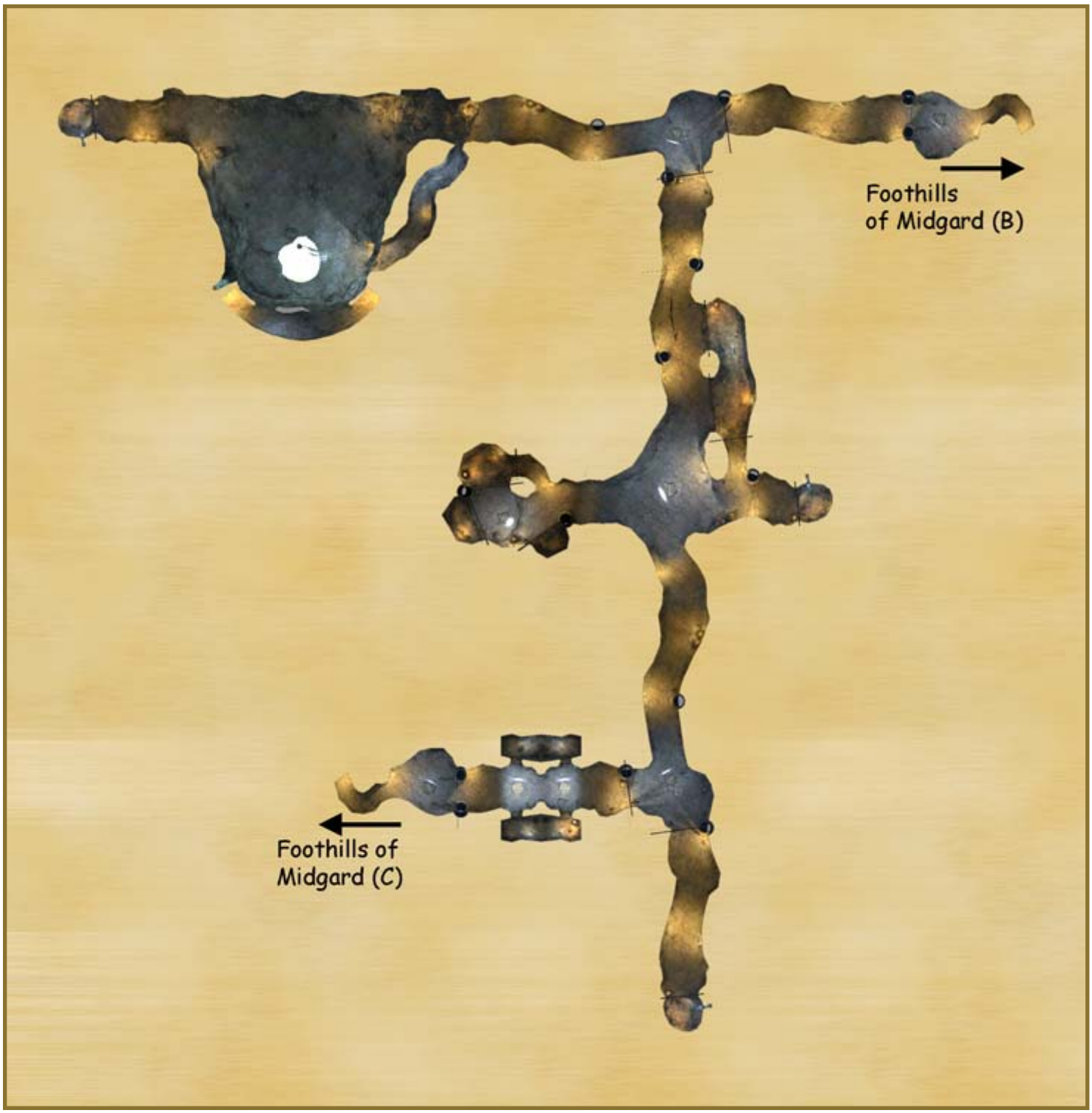
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Demonic Prison (Midgard)



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Nephraalis Gaol (Midgard)



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Realm of Albion

Albion is the land of Arthurian legend. Fighters vie for honor and search for glory in the defense of their land, magic-users build reputations with spectacular and deadly displays, and stealthers rule the shadows.

Races

Avalonians

Avalonians—much like most other Albion races—are human, but they are more attuned to the mystic arts than other people, making them the ideal choice for casters. On the flipside, they make poor tanks due to their slight builds and weak Constitutions.

Britons

The Britons are the people of Camelot, and the original subjects of King Arthur. Britons are the quintessential jacks-of-all-trades, capable of serving the fighting forces of Albion in any capacity, be it the healing arts of the Cleric, the arcane science of the Cabalist, the raw fury of the Armsman, or the mysterious rituals of the Necromancer. Britons are also the only people capable of picking up the staff of the Friar.

Half Ogre

Half Ogres have inherited the brute strength of their Ogre ancestors and the intelligence and curiosity of the Avalonians. They may not react as quickly as the typical Avalonian, and some consider them dimwitted as a result. With very high Strength and above average Constitution and Intelligence, Half Ogres are natural tanks, in many ways similar to Trolls in Midgard, but they can also make average spell casters. Their Dexterity and Quickness statistics, however, are very low.

Highlanders

The Highlanders hail from the northern hills of Albion and can be easily identified by the kilts they wear that identify the clan they are affiliated with. They are staunchly loyal subjects of the crown, and their great strength serves Albion well in the front lines of battle. Highlanders make great Clerics and Paladins.

Inconnu

The Inconnu are the only fully non-human people of Albion. The Inconnu ("the Unknown") are small pale humanoids, with pale white skin and extremely large dark eyes. They live underground and exist to serve Arawn, the "old world" Lord of the Underworld. Inconnu make outstanding spell casters due to their high Dexterity.

Saracen

Accompanying their kinsman Sir Palomides to Albion from the southern deserts, the Saracens bring a rich culture and technological acumen lost to most of the world in these dark days. Their foreign origin, along with their unusual speed and Dexterity have often brought them accusations of thievery—accusations not always deserved, but which make them popular choices for scouting missions against the enemy. Saracens are often the race of choice for stealthers.



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Classes

Starting Classes

Acolyte

Acolytes are dedicated to the Church of Albion, the only religion in the Realm. Clerics, Heretics, and Friars all fall under this starting profession. Only Britons may become Friars, although Avalonians, Britons, and Highlanders can be Clerics. Avalonians, Britons, and Inconnu are free to become Heretics.

Elementalist

Elementalists are experts at the handling of fire, ice, air, and earth magic. Fledgling Theurgists and Wizards need apply here. Avalonians, Britons, and Half Ogres are allowed.

Mage

Not to be confused with their Elementalist brethren, mages are Sorcerers and Cabalists who use mind control and destructive magics to further their ends. Avalonians, Britons, Half Ogres, Inconnu, and Saracens can choose to become Mages.

Fighter

Armsmen, Mercenaries, Paladins, and Reavers are the backbone of Albion's armies. Able bodied tanks all begin their career in the Fighter field. Any of Albion's races may become fighters.

Rogue

Rogues use a mix of subterfuge and other Dexterity-based skills to accomplish their aims. Infiltrators, Minstrels, and Scouts start here. Briton, Highlander, Inconnu, and Saracens may choose this path.

Disciple

The path of the Necromancer is often a lonely one, but the power is indeed great to those who become followers of Arawn. Briton, Inconnu, and Saracen may go this route.

Weapon Tables

The following weapons are available to various classes. The level numbers in the tables refer to the level of specialization in that weapon, not the level of the character. Some classes can use a weapon but cannot put specialization points into it. Putting points in parry skill does not produce different styles, however it increases the character's chance to successfully parry.

Crush (Armsman, Heretic, Mercenary, Paladin, Reaver)

Level	Name	Prereq	Attack	Defense	Fatigue	Damage	Effect
2	Daze	None	None	None	High	High	None
4	Back Crush	Behind target	Medium Bonus	None	Low	High	Stunned
6	Maul	None	High Bonus	Low Penalty	High	High	None
8	Bludgeon	None	Medium Bonus	Medium Penalty	Low	High	Taunt
10	Bruiser	Back Crush	Medium Bonus	None	Medium	Medium	Bleeding
12	Concussion	You parry	Low Bonus	None	Medium	High	Slowed
15	Contusions	Bludgeon	Medium Bonus	None	Medium	High	Stunned
18	Blackjack	Maul	Medium Bonus	None	High	High	Stunned
21	Protector	None	None	High Bonus	Medium	Low	Detaunt
25	Divine Hammer	Behind target	Medium Bonus	None	Medium	High	None
29	Skull Breaker	You block	High Bonus	Low Penalty	Low	High	None
34	Side Crush	To side of target	Medium Bonus	None	Medium	High	Bleeding
39	Bone Crusher	Concussion	Medium Bonus	Medium Bonus	Low	High	Hindered
44	Body Masher	Skull Breaker	Medium Bonus	None	Medium	High	Slowed
50	Devastate	Side Crush	High Bonus	Medium Penalty	High	High	None

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Critical Strike (Infiltrator)

Level	Name	Prereq	Attack	Defense	Fatigue	Damage	Effect
2	Backstab	Behind target	Medium Bonus	Medium Penalty	Medium	High	Stunned
4	Eviscerate	Backstab	Low Bonus	Low Penalty	Medium	High	Slowed
6	Kidney Rupture	Eviscerate	Low Bonus	Medium Penalty	Low	High	Bleeding
8	Pincer	To side of target	High Bonus	High Penalty	Medium	High	None
10	Backstab II	Behind target	High Bonus	Medium Penalty	High	High	Stunned
12	Hamstring	You evade	Medium Bonus	Medium Bonus	Low	High	Bleeding
15	Thigh Cut	Backstab II	Medium Bonus	Low Penalty	Medium	High	None
18	Garrote	None	Medium Bonus	Medium Penalty	High	High	Hindered
21	Perforate Artery	In front of target	High Bonus	Medium Penalty	Medium	High	Bleeding
25	Achilles' Heel	Garrote	Medium Bonus	None	Medium	High	Slowed
29	Leaper	Hamstring	High Bonus	Low Bonus	Medium	High	Bleeding
34	Creeping Death	Perforate Artery	High Bonus	None	Low	High	Stunned
39	Stunning Stab	Creeping Death	High Bonus	Low Bonus	Low	High	Bleeding
44	Rib Separation	Leaper	High Bonus	None	Low	High	Hindered
50	Ripper	Rib Separation	High Bonus	Low Bonus	Low	High	Bleeding

Dual Wield (Infiltrator, Mercenary)

Level	Name	Prereq	Attack	Defense	Fatigue	Damage	Effect
2	Twin Spikes	None	None	None	Medium	High	None
4	Twin Return	You evade	Medium Bonus	Low Bonus	Low	High	Bleeding
6	Shadow's Edge	Behind target	Medium Bonus	None	Medium	High	None
8	Inflame	None	None	Medium Penalty	Medium	High	Taunt
10	Orbit	Twin Return	Medium Bonus	None	Medium	High	Hindered
12	Eclipse	Shadow's Edge	Medium Bonus	None	Medium	High	Slowed
15	Misty Gloom	None	Low Bonus	None	High	High	None
18	Obscure	None	None	High Bonus	Medium	Low	Detaunt
21	Penumbra	Shadow's Edge	High Bonus	None	Medium	High	None
25	Reflection	You parry	Low Bonus	Low Bonus	Low	High	None
29	Flank	To side of target	None	Medium Bonus	Medium	High	Hindered
34	Dark Tendrils	Mercenary: parry; Infiltrator: evade	Medium Bonus	None	Low	High	Bleeding
39	Shadow's Rain	Flank	Medium Bonus	Low Bonus	Medium	High	Slowed
44	Hypnotic Darkness	Reflection	High Bonus	None	Medium	High	Stunned
50	Dual Shadows	In front of target	Medium Bonus	Medium Penalty	Medium	High	Bleeding

Flexible (Heretic, Reaver)

Level	Name	Prereq	Attack	Defense	Fatigue	Damage	Effect
2	Blacksnake	None	None	None	Medium	High	None
4	Kingsnake	You parry	Medium Bonus	Low Bonus	Low	High	Bleeding
6	Diamondback	None	None	Medium Penalty	Medium	High	Taunt
8	Asp	Behind target	Medium Bonus	None	High	High	None
10	Viper	You block	Medium Bonus	Low Bonus	Low	High	Stunned
12	Copperhead	Viper	Medium Bonus	Medium Bonus	Low	High	Slowed
15	Tigersnake	Kingsnake	High Bonus	None	Low	High	None
18	Indigosnake	To side of target	Medium Bonus	None	Medium	High	Reave Spirit
21	Boomslang	None	None	High Bonus	Medium	Low	Detaunt
25	Python	None	Low Bonus	Low Bonus	High	High	Reaver Curse
29	Taipan	Copperhead	High Bonus	None	Low	High	None

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Level	Name	Prereq	Attack	Defense	Fatigue	Damage	Effect
34	Constrictor	Indigosnake	High Bonus	None	Low	High	Hindered
39	Anaconda	Tigersnake	High Bonus	Low Bonus	Medium	High	Stunned
44	Cobra	Taipan	High Bonus	None	Low	High	Reave Soul
50	Leviathan	Behind target	Medium Bonus	None	Medium	High	Reaver Soulrend

Longbows (Scout)

Level	Name	Prereq	Attack	Defense	Fatigue	Damage	Effect
3	Critical Shot I	None	2x Normal	None	None	None	Increased damage
6	Critical Shot II	None	1.9x Normal	None	None	None	Increased damage
9	Critical Shot III	None	1.8x Normal	None	None	None	Increased damage
12	Critical Shot IV	None	1.7x Normal	None	None	None	Increased damage
15	Critical Shot V	None	1.6x Normal	None	None	None	Increased damage
18	Critical Shot VI	None	1.5x Normal	None	None	None	Increased damage
21	Critical Shot VII	None	1.4x Normal	None	None	None	Increased damage
24	Critical Shot VIII	None	1.3x Normal	None	None	None	Increased damage
27	Critical Shot IX	None	1.2x Normal	None	None	None	Increased damage
30	Penetrating Arrow I	None	Normal	None	None	None	Chance to penetrate bladeturn for 50% damage
35	Rapid Fire I	None	Timer-based	None	None	None	Release shot early; Damage % equal to timer %
40	Penetrating Arrow II	None	Normal	None	None	None	Chance to penetrate bladeturn for 75% damage
45	Rapid Fire II	None	Timer-based	None	None	None	Release shot early; Damage % equal to timer %
50	Penetrating Arrow III	None	Normal	None	None	None	Chance to penetrate bladeturn for 100% damage

Polearm (Armsman)

Level	Name	Prereq	Attack	Defense	Fatigue	Damage	Effect
2	Impale	None	None	None	High	High	None
4	Defender's Cross	To side of target	Medium Bonus	None	Medium	High	Hindered
6	Deflect	None	None	High Bonus	Medium	Low	Detaunt
8	Defender's Faith	None	Low Bonus	Low Penalty	High	High	Bleeding
10	Executioner	You parry	Low Bonus	None	Medium	High	Slowed
12	Distract	None	Low Bonus	Medium Penalty	Medium	High	Taunt
15	Defender's Courage	Defender's Faith	Medium Bonus	None	Medium	High	Slowed
18	Crippling Blow	None	Medium Bonus	None	Medium	High	Hindered
21	Disabler	Defender's Cross	Medium Bonus	None	Low	High	Slowed
25	Phalanx	Behind target	Medium Bonus	None	Medium	High	None
29	Mangle	Crippling Blow	None	None	Medium	High	None
34	Defender's Rage	Target uses a style	High Bonus	None	Low	High	Bleeding
39	Poleaxe	Defender's Rage	High Bonus	None	High	High	None
44	Defender's Revenge	Phalanx	High Bonus	None	Medium	High	Stunned
50	Defender's Aegis	Phalanx	High Bonus	Low Bonus	Medium	High	Hindered

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Shield (Armsman, Heretic, Mercenary, Paladin, Reaver, Scout)

Level	Name	Prereq	Attack	Defense	Fatigue	Damage	Effect
3	Numb	None	None	None	High	High	Stunned
8	Stun	You block	None	None	High	High	Stunned
13	Disable	To side of target	None	None	High	High	Stunned
18	Incapacitate	You block	None	Medium Bonus	High	High	Stunned
23	Paralyze	Behind target	None	None	High	High	Stunned
29	Bash	You block	None	None	High	High	Stunned
35	Mangle	To side of target	None	None	High	High	Stunned
41	Shield Swipe	None	None	Medium Bonus	High	High	AE shield attack
42	Slam	None	None	None	High	High	Stunned
50	Brutalize	You block	None	None	Medium	High	Stunned

Slash (Armsman, Infiltrator, Mercenary, Minstrel, Paladin, Reaver, Scout)

Level	Name	Prereq	Attack	Defense	Fatigue	Damage	Effect
2	Ruby Slash	None	None	None	High	High	None
4	Cross Slash	To side of target	Medium Bonus	Medium Bonus	Low	High	None
6	Uppercut	None	Low Bonus	None	Medium	High	None
8	Enrage	None	None	Medium Penalty	Medium	High	Taunt
10	Bloodletter	Cross Slash	High Bonus	Medium Bonus	Medium	Low	Bleeding
12	Reflect	None	None	Medium Bonus	Medium	Low	Detaunt
15	Opal Slash	Uppercut	Medium Bonus	None	Medium	High	Bleeding
18	Riposte	You block	Medium Bonus	Medium Bonus	Low	High	None
21	Side Slicer	To side of target	None	None	Low	High	Hindered
25	Cleave	Uppercut	Medium Bonus	None	Low	High	None
29	Amethyst Slash	None	High Bonus	None	Medium	High	None
34	Befuddler	Riposte	Medium Bonus	None	Medium	High	Stunned
39	Back Slash	Behind target	High Bonus	None	High	High	None
44	Sapphire Slash	Enrage	Medium Bonus	High Penalty	Low	High	Bleeding
50	Diamond Slash	Amethyst Slash	High Bonus	None	High	High	None

Staff (Friar)

Level	Name	Prereq	Attack	Defense	Fatigue	Damage	Effect
2	Spinning Staff	None	None	Low Bonus	Medium	High	None
4	Figure Eight	You evade	Medium Bonus	Low Bonus	Low	High	None
6	Friar's Ally	Figure Eight	Medium Bonus	None	Medium	High	Stunned
8	Defender's Fury	None	Low Bonus	None	Medium	High	Slowed
10	Quick Strike	Defender's Fury	None	None	Medium	High	None
12	Friar's Redress	None	None	High Bonus	Medium	Low	Detaunt
15	Double Strike	Figure Eight	Medium Bonus	Low Bonus	Low	High	Bleeding
18	Friar's Friend	To side of target	Medium Bonus	None	High	High	Hindered
21	Counter Evade	You evade	Low Bonus	Medium Bonus	Low	High	Hindered
25	Banish	Friar's Friend	Medium Bonus	Medium Bonus	Low	High	None
29	Friar's Boon	None	Medium Bonus	None	Medium	High	Taunt
34	Holy Staff	None	Low Bonus	None	High	High	None
39	Friar's Fury	Counter Evade	Medium Bonus	Low Bonus	Low	High	Bleeding
44	Stunning Wrath	Banish	High Bonus	Medium Bonus	Medium	High	Stunned
50	Excommunicate	You parry	Medium Bonus	Low Bonus	Medium	High	None

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Thrust (Armsman, Infiltrator, Mercenary, Minstrel, Paladin, Reaver, Scout)

Level	Name	Prereq	Attack	Defense	Fatigue	Damage	Effect
2	Thistle	None	None	None	High	High	None
4	Ratfang	You evade (Armsmen: You parry)	Medium Bonus	Low Bonus	Low	High	Stunned
6	Puncture	None	Medium Bonus	None	High	High	Bleeding
8	Sting	None	Medium Bonus	High Penalty	Medium	High	Taunt
10	Wolftooth	Ratfang	Medium Bonus	None	Medium	High	Hindered
12	Bloody Dance	Puncture	Medium Bonus	Low Penalty	Medium	High	Bleeding
15	Beartooth	You block	High Bonus	None	Low	High	Stunned
18	Tranquillize	None	None	Medium Bonus	Medium	Low	Detaunt
21	Lunge	Puncture	High Bonus	None	Medium	High	None
25	Ricochet	Target blocked	Medium Bonus	None	Low	High	Bleeding
29	Pierce	Behind target	High Bonus	Medium Penalty	Medium	High	Bleeding
34	Liontooth	Wolftooth	Medium Bonus	Low Bonus	Low	High	Bleeding
39	Basiliskfang	To side of target	Low Bonus	Low Bonus	Medium	High	Slowed
44	Wyvernfang	Tranquillize	Medium Bonus	None	Low	High	Hindered
50	Dragonfang	You evade	High Bonus	Low Penalty	Low	High	Stunned

Two Handed (Armsman, Paladin)

Level	Name	Prereq	Attack	Defense	Fatigue	Damage	Effect
2	Half Moon	None	None	None	High	High	None
4	Double Back	Behind target	Medium Bonus	None	Medium	High	Stunned
6	Rile	None	Low Bonus	Medium Penalty	Medium	High	Taunt
8	Pacify	None	None	High Bonus	Medium	Low	Detaunt
10	Two Fists	Double Back	Medium Bonus	None	Medium	High	Bleeding
12	Bone Bruiser	None	Low Bonus	None	Medium	High	Slowed
15	Onslaught	To side of target	Medium Bonus	None	Medium	High	Hindered
18	Fury	You parry	Medium Bonus	High Penalty	Low	High	Bleeding
21	Bone Splitter	Bone Bruiser	Low Bonus	None	Medium	High	Hindered
25	Recenter	Fury	Low Bonus	High Bonus	Low	High	None
29	Bone Breaker	Bone Splitter	Low Bonus	None	Medium	High	Bleeding
34	Obfuscate	Fury	Medium Bonus	None	Medium	High	Slowed
39	Doubler	Behind target	Low Bonus	None	High	High	Hindered
44	Two Moons	Onslaught	High Bonus	None	Low	High	Stunned
50	Sun and Moon	Doubler	Low Bonus	None	Medium	High	Target stunned

Armsman (Fighter)

Dishing out and absorbing damage faster than your target is the bread and butter of this class. Armsmen get the heaviest armor, the largest weaponry, and the melee skills to back it all up.

Pros: *Advanced weapon options, plate armor, a strong pure melee class*

Cons: *A bit bland with no magic or special powers to speak of*

Races Available: *Avalonian, Briton, Half Ogre, Highlander, Inconnu, Saracen*

Recommended Race: *Half Ogre or Highlander*

Skill Points: *2.0 per level*

Key Attributes:

Strength
Constitution
Dexterity
Quickness

Specializations:

Crush
Slash
Thrust
Polearm
Two handed
Crossbow
Shield
Parry

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Armor: Up to and including plate and large shields

Master Level Paths: Battlemaster or Warlord

Tradeskills: Armorcrafting, Weaponcrafting

Misc. Abilities:

- *Sprint*
- *Protect I (11)*
- *Protect II (20)*
- *Protect III (27)*
- *Intercept (12)*
- *Tireless (15)*
- *Stoicism (35)*

Know Your Role:

Offensive: 50 polearm or two handed, 50 weapon, 28 parry

Defensive: 50 shield, 50 weapon, 28 parry

Hybrid: 50 polearm or two handed, 42 shield, 39 weapon

Mercenary (Fighter)

Mercenaries are the premier offensive tanks of Albion who can not only wield two weapons at once, but wear chain armor and use dirty tricks to best their foes.

Pros: *Incredible damage output, Banelord powers, good armor*

Cons: *No real ranged abilities*

Races Available: *Avalonian, Briton, Half Ogre, Highlander, Inconnu, Saracen*

Recommended Race: *Half Ogre or Highlander*

Skill Points: *2.0 per level*

Key Attributes:

- *Strength*
- *Constitution*
- *Dexterity*
- *Quickness*

Specializations:

- *Crush*
- *Dual Wield*
- *Slash*
- *Shield*
- *Thrust*
- *Parry*

Armor: Up to and including chain and medium shields

Master Level Paths: Banelord or Battlemaster

Tradeskills: Armorcrafting, Weaponcrafting

Misc. Abilities:

- *Sprint*
- *Evade I (10)*
- *Protect I (15)*
- *Protect II (23)*
- *Protect III (32)*
- *Tireless (15)*
- *Intercept (19)*
- *Distraction (20)*
- *Prevent Flight (24)*
- *Flurry (30)*
- *Enhanced Evade (35)*
- *Stoicism (35)*

Know Your Role:

Offensive: 50 weapon, 50 dual wield, 28 parry

Defensive: 50 weapon, 50 shield, 28 parry

Dualist: 44 weapon, 44 dual wield, 44 parry

Paladin (Fighter)

Paladins are the heart of Albion. With plate mail, magical armor buffs, and heal chants that draw a monster's attention like flies to an unbathed Dwarf, the Paladin is the finest PvE tank in the game, capable of taking an incredible amount of punishment. Paladins also have the only group-based endurance regeneration buff in the realm, which makes them a must for any group.

Pros: *Awesome at PvE, very group friendly, lots of utility*

Cons: *Very low damage output*

Races Available: *Avalonian, Briton, Highlander, Saracen*

Recommended Race: *Highlander*

Skill Points: *2.0 per level*

Key Attributes:

- *Strength*
- *Constitution*
- *Dexterity*
- *Piety*
- *Quickness*

Specializations:

- *Crush*
- *Slash*
- *Thrust*
- *Parry*
- *Two handed*
- *Shield*
- *Chants*

Armor: Up to and including plate and large shields

Master Level Paths: Battlemaster or Warlord

Tradeskills: Alchemy, Armorcrafting, Weaponcrafting

Misc. Abilities:

- *Sprint*
- *Protect I (9)*
- *Protect II–III*
- *Intercept (10)*
- *Tireless (15)*

Know Your Role:

Offensive: 48 chants, 44 two handed, 39 weapon, and 8 parry

Defensive: 48 chants, 42 shield, 39 weapon, and 15 parry

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Paladin Chants

Shield (AF)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Aura of Protection	Self	4.0s/20 minutes/0s	—	14 af	3
6	Aura of Deflection	Self	4.0s/20 minutes/0s	—	19 af	6
11	Aura of Safety	Self	4.0s/20 minutes/0s	—	24 af	9
17	Aura of Defense	Self	4.0s/20 minutes/0s	—	30 af	12
24	Aura of Indestructibility	Self	4.0s/20 minutes/0s	—	37 af	17
33	Aura of Invincibility	Self	4.0s/20 minutes/0s	—	46 af	23
43	Aura of Salvation	Self	4.0s/20 minutes/0s	—	56 af	30

Resurrection

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
30	Revive	Corpse	4.0s/0/0s	1,500 range	Target is resurrected with 0% power and 10% health	Variable

Taunt

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Provoke	Enemy	0s/0/30s	1,350 range	5	0
15	Aggravate	Enemy	0s/0/30s	1,350 range	17	0
30	Enrage	Enemy	0s/0/30s	1,350 range	38	0
40	Infuriate	Enemy	0s/0/30s	1,350 range	55	0

Heal (Chant)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Minor Refreshment	Group	0s/0/8s	1,500 range	3	0
5	Lesser Refreshment	Group	0s/0/8s	1,500 range	5	0
8	Refreshment	Group	0s/0/8s	1,500 range	8	0
12	Major Refreshment	Group	0s/0/8s	1,500 range	11	0
16	Greater Refreshment	Group	0s/0/8s	1,500 range	14	0
20	Crusader's Refreshment	Group	0s/0/8s	1,500 range	17	0
26	Saint's Refreshment	Group	0s/0/8s	1,500 range	22	0
35	Angel's Refreshment	Group	0s/0/8s	1,500 range	29	0
45	Archangel's Refreshment	Group	0s/0/8s	1,500 range	37	0

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Damage Add (Chant)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Battle Fervor	Group	0s/6 seconds/pulse/8s	1,500 range	Bonus: Damages target for listed damage/Damage: 1.0 DPS	0
7	Greater Battle Fervor	Group	0s/6 seconds/pulse/8s	1,500 range	Bonus: Damages target for listed damage/Damage: 1.6 DPS	0
10	Battle Vigor	Group	0s/6 seconds/pulse/8s	1,500 range	Bonus: Damages target for listed damage/Damage: 2.1 DPS	0
15	Greater Battle Vigor	Group	0s/6 seconds/pulse/8s	1,500 range	Bonus: Damages target for listed damage/Damage: 2.8 DPS	0
21	Battle Fury	Group	0s/6 seconds/pulse/8s	1,500 range	Bonus: Damages target for listed damage/Damage: 3.7 DPS	0
28	Greater Battle Fury	Group	0s/6 seconds/pulse/8s	1,500 range	Bonus: Damages target for listed damage/Damage: 4.8 DPS	0
36	Battle Zeal	Group	0s/6 seconds/pulse/8s	1,500 range	Bonus: Damages target for listed damage/Damage: 6.0 DPS	0
46	Greater Battle Zeal	Group	0s/6 seconds/pulse/8s	1,500 range	Bonus: Damages target for listed damage/Damage: 7.5 DPS	0

Shield (Chant)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Crusader's Ward	Group	0s/6 seconds/pulse/8s	1,500 range	24 af	0
9	Crusader's Shield	Group	0s/6 seconds/pulse/8s	1,500 range	33 af	0
13	Crusader's Guard	Group	0s/6 seconds/pulse/8s	1,500 range	40 af	0
18	Crusader's Barrier	Group	0s/6 seconds/pulse/8s	1,500 range	51 af	0
23	Crusader's Defense	Group	0s/6 seconds/pulse/8s	1,500 range	61 af	0
29	Crusader's Shelter	Group	0s/6 seconds/pulse/8s	1,500 range	75 af	0
38	Crusader's Protection	Group	0s/6 seconds/pulse/8s	1,500 range	99 af	0
48	Crusader's Mantle	Group	0s/6 seconds/pulse/8s	1,500 range	127 af	0

Fatigue Regeneration (Chant, Group)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Chant of Endurance	Group	0s/5 seconds/pulse/0s	1,000 range	1	0
12	Chant of Stamina	Group	0s/5 seconds/pulse/0s	1,000 range	2	0
22	Chant of Persistence	Group	0s/5 seconds/pulse/0s	1,000 range	3	0
32	Chant of Resilience	Group	0s/5 seconds/pulse/0s	1,000 range	4	0
42	Chant of Perseverance	Group	0s/5 seconds/pulse/0s	1,000 range	5	0

Resistance (Chant)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
25	Body Ward	Group	0s/5 seconds/pulse/8s	1,500 range	10 (Resist Body)	0
26	Mind Ward	Group	0s/5 seconds/pulse/8s	1,500 range	10 (Resist Spirit)	0
27	Energy Ward	Group	0s/5 seconds/pulse/8s	1,500 range	10 (Resist Energy)	0
28	Heat Ward	Group	0s/5 seconds/pulse/8s	1,500 range	10 (Resist Heat)	0
29	Cold Ward	Group	0s/5 seconds/pulse/8s	1,500 range	10 (Resist Cold)	0
30	Earth Ward	Group	0s/5 seconds/pulse/8s	1,500 range	10 (Resist Matter)	0
44	Body Shield	Group	0s/5 seconds/pulse/8s	1,500 range	20 (Resist Body)	0

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Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
45	Mind Shield	Group	0s/5 seconds/pulse/8s	1,500 range	20 (Resist Spirit)	0
46	Energy Shield	Group	0s/5 seconds/pulse/8s	1,500 range	20 (Resist Energy)	0
47	Heat Shield	Group	0s/5 seconds/pulse/8s	1,500 range	20 (Resist Heat)	0
48	Cold Shield	Group	0s/5 seconds/pulse/8s	1,500 range	20 (Resist Cold)	0
49	Earth Shield	Group	0s/5 seconds/pulse/8s	1,500 range	20 (Resist Matter)	0

Advanced Resistance (Chant)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
25	Soul Ward	Group	0s/5 seconds/pulse/8s	1,500 range	5 (Resist Body/Spirit/Energy)	0
27	Elemental Ward	Group	0s/5 seconds/pulse/8s	1,500 range	5 (Resist Heat/Cold/Matter)	0
44	Soul Shield	Group	0s/5 seconds/pulse/8s	1,500 range	10 (Resist Body/Spirit/Energy)	0
46	Elemental Shield	Group	0s/5 seconds/pulse/8s	1,500 range	10 (Resist Heat/Cold/Matter)	0

Reaver (Fighter)

Albion's first true hybrid tank is the Reaver, which is highly skilled in the art of melee combat, plus has a spell line called soulrending that includes a number of pulsating area of effect chants and lifetaps. Capable of training in flexible weapons, the Reaver deals quite a bit of damage through special weapon styles that include procs.

Pros: *Great damage dealer*

Cons: *No real ranged attacks*

Races available: *Briton, Inconnu, Saracen*

Recommended Race: *Any*

Skill Points: *2.0 per level*

Key Attributes:

- *Strength*
- *Dexterity*
- *Quickness*
- *Piety*
- *Constitution*

Specializations:

- *Flexible*
- *Crush*
- *Slash*
- *Thrust*
- *Shield*
- *Parry*
- *Soulrending*

Armor: Up to and including chain and large shield

Master Level Path: Banelord or Battlemaster

Tradeskills: Alchemy, Armorcrafting, Weaponcrafting

Misc. Abilities:

- *Sprint*
- *Evade I (15)*
- *Protect I (9)*
- *Protect III (30)*
- *Intercept*
- *Tireless*

Know Your Role:

Perfection: 50 flexible, 42 shield, 36 soulrending, 16 parry

Soulrending

Lifedrain

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Vigor Siphon	Enemy	0s/0/30s	1,000 range	Bonus: Returns 70% of damage done as health for the caste/Damage: 4 (Spirit)	2
4	Puissance Siphon	Enemy	0s/0/30s	1,000 range	Bonus: Returns 70% of damage done as health for the caste/Damage: 12 (Spirit)	3
8	Energy Siphon	Enemy	0s/0/30s	1,000 range	Bonus: Returns 70% of damage done as health for the caste/Damage: 24 (Spirit)	5
13	Health Siphon	Enemy	0s/0/30s	1,000 range	Bonus: Returns 70% of damage done as health for the caste/Damage: 35 (Spirit)	8

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Lifedrain *Continued*

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
19	Vitality Siphon	Enemy	0s/0/30s	1,000 range	Bonus: Returns 70% of damage done as health for the caste/Damage: 52 (Spirit)	12
26	Essence Siphon	Enemy	0s/0/30s	1,000 range	Bonus: Returns 70% of damage done as health for the caste/Damage: 69 (Spirit)	16
32	Spirit Siphon	Enemy	0s/0/30s	1,000 range	Bonus: Returns 70% of damage done as health for the caste/Damage: 83 (Spirit)	20
41	Life Siphon	Enemy	0s/0/30s	1,000 range	Bonus: Returns 80% of damage done as health for the caste/Damage: 106 (Spirit)	26
50	Soul Siphon	Enemy	0s/0/30s	1,000 range	Bonus: Returns 90% of damage done as health for the caste/Damage: 128 (Spirit)	33

Damage Add

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Surge of Infliction	Self	0s/30 seconds/150s	—	Bonus: Damages target for listed damage/Damage: 2.4 DPS	12%
9	Surge of Destruction	Self	0s/30 seconds/150s	—	Bonus: Damages target for listed damage/Damage: 4.0 DPS	12%
15	Surge of Mutilation	Self	0s/30 seconds/150s	—	Bonus: Damages target for listed damage/Damage: 5.8 DPS	12%
22	Surge of Maiming	Self	0s/30 seconds/150s	—	Bonus: Damages target for listed damage/Damage: 8.1 DPS	12%
29	Surge of Ruin	Self	0s/30 seconds/150s	—	Bonus: Damages target for listed damage/Damage: 10.3 DPS	12%
36	Surge of Wrecking	Self	0s/30 seconds/150s	—	Bonus: Damages target for listed damage/Damage: 12.6 DPS	12%
44	Surge of Cataclysm	Self	0s/30 seconds/150s	—	Bonus: Damages target for listed damage/Damage: 15.0 DPS	12%

Damage (Pulsing PBAoE Chant)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Bashing Aura	Enemy	0s/0/8s	350 radius	3 (Spirit)	0
5	Wracking Aura	Enemy	0s/0/8s	350 radius	6 (Spirit)	0
10	Annulling Aura	Enemy	0s/0/8s	350 radius	10 (Spirit)	0
14	Crushing Aura	Enemy	0s/0/8s	350 radius	13 (Spirit)	0
21	Demolishing Aura	Enemy	0s/0/8s	350 radius	19 (Spirit)	0
26	Eradicating Aura	Enemy	0s/0/8s	350 radius	24 (Spirit)	0
33	Decimating Aura	Enemy	0s/0/8s	350 radius	29 (Spirit)	0
40	Shattering Aura	Enemy	0s/0/8s	350 radius	35 (Spirit)	0
50	Murder Aura	Enemy	0s/0/8s	350 radius	43 (Spirit)	0

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Absorption Debuff (Pulsing PBAoE Chant)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Aura of Foreboding	Enemy	0s/10 seconds/pulse/8s	350 radius	-5% (Spirit)	0
10	Aura of Darkness	Enemy	0s/10 seconds/pulse/8s	350 radius	-7% (Spirit)	0
17	Aura of Destiny	Enemy	0s/10 seconds/pulse/8s	350 radius	-9% (Spirit)	0
25	Aura of Fate	Enemy	0s/10 seconds/pulse/8s	350 radius	-11% (Spirit)	0
35	Aura of Death	Enemy	0s/10 seconds/pulse/8s	350 radius	-13% (Spirit)	0
47	Aura of the Inevitable	Enemy	0s/10 seconds/pulse/8s	350 radius	-15% (Spirit)	0

Damage Debuff (Pulsing PBAoE Chant)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Arthritic Curse	Enemy	0s/10 seconds/pulse/8s	350 radius	-3 (Spirit)	0
8	Crippling Curse	Enemy	0s/10 seconds/pulse/8s	350 radius	-6 (Spirit)	0
13	Paralyzing Curse	Enemy	0s/10 seconds/pulse/8s	350 radius	-9 (Spirit)	0
20	Cramping Curse	Enemy	0s/10 seconds/pulse/8s	350 radius	-12 (Spirit)	0
27	Shackling Curse	Enemy	0s/10 seconds/pulse/8s	350 radius	-15 (Spirit)	0
35	Confining Curse	Enemy	0s/10 seconds/pulse/8s	350 radius	-18 (Spirit)	0
45	Aching Curse	Enemy	0s/10 seconds/pulse/8s	350 radius	-21 (Spirit)	0

Offensive Proc

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Obligation to Arawn	Self	3.0s/20 minutes/0s	—	Bonus: 4 d/30%/Damage: 4 (Spirit)	3
7	Payment to Arawn	Self	3.0s/20 minutes/0s	—	Bonus: 7 d/30%/Damage: 7 (Spirit)	5
12	Reparation to Arawn	Self	3.0s/20 minutes/0s	—	Bonus: 12 d/30%/Damage: 12 (Spirit)	8
21	Credit to Arawn	Self	3.0s/20 minutes/0s	—	Bonus: 21 d/40%/Damage: 21 (Spirit)	13
31	Restitution to Arawn	Self	3.0s/20 minutes/0s	—	Bonus: 27 d/40%/Damage: 27 (Spirit)	19
45	Debt to Arawn	Self	3.0s/20 minutes/0s	—	Bonus: 41 d/50%/Damage: 41 (Spirit)	29

Damage over Time (Instant)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Spirit Wrench	Enemy	0s/24 seconds/30s	1,500 range	2 dmg/tick	2
6	Spirit Ill	Enemy	0s/24 seconds/30s	1,500 range	5 dmg/tick	4
12	Spirit Rot	Enemy	0s/24 seconds/30s	1,500 range	7 dmg/tick	8
18	Spirit Decay	Enemy	0s/24 seconds/30s	1,500 range	10 dmg/tick	11
23	Soul Toxin	Enemy	0s/24 seconds/30s	1,500 range	12 dmg/tick	14
29	Soul Blight	Enemy	0s/24 seconds/30s	1,500 range	14 dmg/tick	18
35	Soul Venom	Enemy	0s/24 seconds/30s	1,500 range	17 dmg/tick	22
42	Soul Poison	Enemy	0s/24 seconds/30s	1,500 range	20 dmg/tick	27
49	Soul Bane	Enemy	0s/24 seconds/30s	1,500 range	23 dmg/tick	32

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Scout (Rogue)

As the archers of Albion, Scouts are not only proficient with the longbow, but also skilled in melee combat as well. As the only stealth class capable of speccing shield, scouts are capable of dishing out massive ranged damage, and can fight toe to toe with the best of them.

Pros: *Mind shattering range and damage with a bow, shield spec*

Cons: *No magical buff line or abilities, light armor*

Races Available: *Briton, Highlander, Inconnu, Saracen*

Recommended Race: *Saracen*

Skill Points: *2.0 per level*

Key Attributes:

- *Dexterity*
- *Quickness*
- *Strength*
- *Constitution*

Specializations:

- *Longbow*
- *Thrust*
- *Shield*
- *Slash*
- *Stealth*

Armor: Up to and including studded and small shields

Master Level Path: Battlemaster or Sojourner

Tradeskills: Alchemy, Fletching, Tailoring

Misc. Abilities:

- *Sprint*
- *Evade I (1)*
- *Evade II (12)*
- *Evade III (20)*
- *Camouflage (30)*
- *Tireless (15)*

Know Your Role:

Active: 45 longbow, 42 shield, 39 stealth, 22 thrust

Camper: 50 longbow, 42 shield, 39 stealth, 6 thrust

Minstrel (Rogue)

Minstrels are jacks-of-all-trades. They can fight, stealth, mesmerize, stun, and charm. A Minstrel is useful in almost any situation, whether as a tank, a taxi, or crowd controller. This versatile class can both group and fly solo with ease.

Pros: *Amazing utility*

Cons: *Steep learning curve*

Races Available: *Briton, Highlander, Saracen*

Recommended Race: *Highlander for slash, Saracen or Briton for thrust*

Skill Points: *1.5 per level*

Key Attributes:

- *Charisma*
- *Strength*
- *Constitution*
- *Dexterity*
- *Quickness*

Specializations:

- *Instruments*
- *Slash*
- *Thrust*
- *Stealth*

Armor: Up to and including chain and small shields

Master Level Path: Sojourner or Warlord

Tradeskills: Alchemy, Fletching, Tailoring

Misc. Abilities:

- *Sprint*
- *Evade I (1)*
- *Evade II (15)*
- *Tireless (15)*

Stealth Based Skills:

- *Distraction (5)*
- *Danger Sense (8)*
- *Safe Fall I (10)*
- *Safe Fall II (20)*
- *Safe Fall III (30)*
- *Safe Fall IV (40)*
- *Safe Fall V (50)*
- *Climb Walls (25)*

Know Your Role:

Traditional: 50 instruments, 39 weapon, 18 stealth

Stealther: 43 instruments, 35 stealth, 35 weapon

Instruments

Damage (Instant)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Dischordant Note	Enemy	0s/0/15s	700 range	7 (Body)	2
7	Dischordant Tone	Enemy	0s/0/15s	700 range	21 (Body)	5
17	Dischordant Wail	Enemy	0s/0/15s	700 range	46 (Body)	10
35	Dischordant Shriek	Enemy	0s/0/15s	700 range	92 (Body)	22
43	Dischordant Howl	Enemy	0s/0/15s	700 range	111 (Body)	27

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Mesmerize (AoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
10	Comforting Lullaby	Enemy	5.0s/13 seconds/0s	1,500 range/250 radius	Resist type: Body	6
15	Enchanting Lullaby	Enemy	5.0s/15 seconds/0s	1,500 range/250 radius	Resist type: Body	9
21	Pacifying Lullaby	Enemy	5.0s/18 seconds/0s	1,500 range/250 radius	Resist type: Body	13
28	Entrancing Lullaby	Enemy	5.0s/22 seconds/0s	1,500 range/250 radius	Resist type: Body	17
36	Sedating Lullaby	Enemy	5.0s/26 seconds/0s	1,500 range/250 radius	Resist type: Body	23
45	Enrapturing Lullaby	Enemy	5.0s/30 seconds/0s	1,500 range/250 radius	Resist type: Body	29

Stun (Instant)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Stunning Yell	Enemy	0s/3 seconds/10s	700 range	Resist type: Body	4
15	Stunning Shout	Enemy	0s/5 seconds/10s	700 range	Resist type: Body	9
28	Stunning Screech	Enemy	0s/7 seconds/10s	700 range	Resist type: Body	17
40	Stunning Bellow	Enemy	0s/9 seconds/10s	700 range	Resist type: Body	25

Charm (Song)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
6	Captivating Melodies	Enemy	0s/10 seconds/pulse/5s	2,000 range	—	0
13	Enchanting Melodies	Enemy	0s/10 seconds/pulse/5s	2,000 range	—	0
20	Attracting Melodies	Enemy	0s/10 seconds/pulse/5s	2,000 range	—	0
27	Pleasurable Melodies	Enemy	0s/10 seconds/pulse/5s	2,000 range	—	0
34	Enticing Melodies	Enemy	0s/10 seconds/pulse/5s	2,000 range	—	0
41	Alluring Melodies	Enemy	0s/10 seconds/pulse/5s	2,000 range	—	0

Speed (Song)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Motivational Chant	Group	3.0s/6 seconds/pulse/0s	2,000 range	Target speed increase: 144%	0
11	Motivational Song	Group	3.0s/6 seconds/pulse/0s	2,000 range	Target speed increase: 156%	0
23	Motivational Hymn	Group	3.0s/6 seconds/pulse/0s	2,000 range	Target speed increase: 174%	0
33	Motivational Strains	Group	3.0s/6 seconds/pulse/0s	2,000 range	Target speed increase: 189%	0
43	Motivational Anthem	Group	3.0s/6 seconds/pulse/0s	2,000 range	Target speed increase: 204%	0

Confusion

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Cant of Befuddling	Enemy	0s/20 seconds/30s	700 range	70% (Resist type: Spirit)	0
15	Cant of Bewilderment	Enemy	0s/20 seconds/30s	700 range	85% (Resist type: Spirit)	0
25	Cant of Confusion	Enemy	0s/20 seconds/30s	700 range	100% (Resist type: Spirit)	0
35	Cant of Discord	Enemy	0s/20 seconds/30s	700 range	15%	0
45	Cant of Perplexity	Enemy	0s/20 seconds/30s	700 range	30%	0

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Mesmerize (Song)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
9	Compelling Cadence	Enemy	3.0s/12 seconds/pulse/0s	1,500 range	Resist type: Body	0
18	Constraining Cadence	Enemy	3.0s/17 seconds/pulse/0s	1,500 range	Resist type: Body	0
24	Coercing Cadence	Enemy	3.0s/20 seconds/pulse/0s	1,500 range	Resist type: Body	0
36	Compulsory Cadence	Enemy	3.0s/26 seconds/pulse/0s	1,500 range	Resist type: Body	0
42	Commanding Cadence	Enemy	3.0s/29 seconds/pulse/0s	1,500 range	Resist type: Body	0

Health Regeneration (Song)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Song of Minor Renewal	Group	3.0s/6 seconds/pulse/0s	700 range	2	0
8	Song of Renewal	Group	3.0s/6 seconds/pulse/0s	700 range	8	0
14	Song of Minor Healing	Group	3.0s/6 seconds/pulse/0s	700 range	13	0
19	Song of Healing	Group	3.0s/6 seconds/pulse/0s	700 range	17	0
25	Song of Minor Regeneration	Group	3.0s/6 seconds/pulse/0s	700 range	22	0
31	Song of Regeneration	Group	3.0s/6 seconds/pulse/0s	700 range	26	0
37	Song of Minor Rejuvenation	Group	3.0s/6 seconds/pulse/0s	700 range	31	0
47	Song of Rejuvenation	Group	3.0s/6 seconds/pulse/0s	700 range	39	0

Power Regeneration (Song)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
10	Song of Power	Group	3.0s/6 seconds/pulse/0s	700 range	1	0
21	Song of Energy	Group	3.0s/6 seconds/pulse/0s	700 range	2	0
30	Song of Clarity	Group	3.0s/6 seconds/pulse/0s	700 range	3	0
39	Song of the Mind	Group	3.0s/6 seconds/pulse/0s	700 range	4	0
50	Song of Empowering	Group	3.0s/6 seconds/pulse/0s	700 range	5	0

Remove Mesmerization

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
27	Focusing Chant	Friend	3.0s/0/0s	1,500 range	—	6%

Buff (Ablative Armor)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
30	Barrier of Sound	Group	0s/6 seconds/pulse/8s	1,500 range	25 (Body)	0
40	Shield of Melody	Group	0s/6 seconds/pulse/8s	1,500 range	40 (Body)	0
50	Wall of Song	Group	0s/6 seconds/pulse/8s	1,500 range	70 (Body)	0

Damage 2 (Instant)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Lesser Cacophony	Enemy	0s/0/15s	700 range	12 (Body)	3
12	Cacophony	Enemy	0s/0/15s	700 range	32 (Body)	8
26	Greater Cacophony	Enemy	0s/0/15s	700 range	69 (Body)	16
44	Major Cacophony	Enemy	0s/0/15s	700 range	114 (Body)	28
50	Deafening Cacophony	Enemy	0s/0/15s	700 range	128 (Body)	30

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Infiltrator (Rogue)

As the assassin of Albion, the Infiltrator uses stealth and surprise to overwhelm victims. Adept in the use of poisons, lethal weapon styles, and stealth, plus having a generous number of skill points to spend, the Infiltrator is one of the most powerful RvR characters in the game.

Pros: *2.5 skill points to spend per level*

Cons: *Light armor*

Races Available: *Briton, Inconnu, Saracen*

Recommended Race: *Any*

Skill Points: *2.5 per level*

Key Attributes:

- *Dexterity*
- *Quickness*
- *Constitution*
- *Strength*

Specializations:

- *Thrust*
- *Slash*
- *Dual wield*
- *Critical strike*
- *Stealth*
- *Envenom*

Armor: Up to and including leather

Master Level Path: Battlemaster or Spymaster

Tradeskills: Alchemy, Fletching, Tailoring, Weaponcrafting

Misc. Abilities:

- *Sprint*
- *Evade I (1)*
- *Evade II (5)*
- *Evade III (10)*
- *Evade IV (20)*
- *Evade V (30)*
- *Evade VI (40)*
- *Evade VII (50)*
- *Tireless (15)*

Stealth Based Abilities:

- *Distraction (5)*
- *Danger Sense (8)*
- *Safe Fall I(10)*
- *Detect Hidden (16)*
- *Safe Fall II (20)*
- *Climb Walls (25)*
- *Safe Fall III (30)*
- *Safe Fall IV (40)*
- *Safe Fall V (50)*

NOTE

With so many spec points to spend, it's hard to mess up an Infiltrator, but here are a few common options. Keep in mind as you gain realm ranks and get more bonuses, you can reduce your stealth and envenom a bit and raise other skills. As long as they equal 50 with bonuses, it's capped.

Know Your Role:

Five-spec: 50 thrust, 39 critical strike, 37 envenom, 37 stealth, 21 dual wield

Infil-merc: 50 thrust, 50 dual wield, 37 stealth, 21 critical strike, 20 envenom

Crit-blade: 50 critical strike, 50 thrust, 37 stealth, 29 envenom

Cleric (Acolyte)

As the primary healing and buffing class of Albion, Clerics are a must have in any PvE or RvR group. Traditionally specced Clerics are weak solo, but thankfully Clerics are the most groupable characters in Albion. They do have the option to smite their foes, but at the end game, smiting really isn't a very effective option.

Pros: *Great heals and buffs*

Cons: *Smiting*

Races Available: *Avalonian, Briton, Highlander*

Recommended Race: *Highlander*

Skill Points: *1.0 per level*

Key Attributes:

- *Dexterity*
- *Piety*
- *Constitution*

Specializations:

- *Rejuvenation Specialization (Rejuvenation)*
- *Enhancements Specialization (Enhancements)*
- *Smiting Specialization (Smiting)*

Armor: Up to and including chain and medium shields

Master Level Path: Perfecter or Warlord

Tradeskills: Armorcrafting, Spellcrafting

Misc. Abilities: Sprint

Know Your Role:

Traditional: 40 rejuvenation, 36 enhancements

Buffing: 50 enhancements, 20 rejuvenation

Smiter: 50 smite, 20 rejuvenation

NOTE

Baseline spells are gained as the character levels, while specialty spells are gained only by spending specialization points in that spell line.

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Rejuvenation (Baseline)

Minor Heal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Minor Rejuvenation	Friend	2.2s/0/0s	2,000 range	6 h	1
3	Minor Regeneracy	Friend	2.2s/0/0s	2,000 range	11 h	2
5	Minor Relief	Friend	2.2s/0/0s	2,000 range	16 h	3
8	Minor Restoration	Friend	2.2s/0/0s	2,000 range	23 h	4
11	Minor Recuperation	Friend	2.2s/0/0s	2,000 range	31 h	5
14	Minor Renewal	Friend	2.2s/0/0s	2,000 range	38 h	6
18	Minor Revival	Friend	2.2s/0/0s	2,000 range	48 h	8
23	Minor Resuscitation	Friend	2.2s/0/0s	2,000 range	60 h	10
29	Minor Reviction	Friend	2.2s/0/0s	2,000 range	75 h	12
37	Minor Refection	Friend	2.2s/0/0s	2,000 range	95 h	14
47	Minor Refocillation	Friend	2.2s/0/0s	2,000 range	119 h	17

Heal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Regeneracy	Friend	2.8s/0/0s	2,000 range	26 h	4
6	Relief	Friend	2.8s/0/0s	2,000 range	36 h	6
9	Restoration	Friend	2.8s/0/0s	2,000 range	50 h	9
12	Recuperation	Friend	2.8s/0/0s	2,000 range	65 h	11
16	Renewal	Friend	2.8s/0/0s	2,000 range	85 h	15
21	Revival	Friend	2.8s/0/0s	2,000 range	109 h	19
27	Resuscitation	Friend	2.8s/0/0s	2,000 range	138 h	25
31	Reviction	Friend	2.8s/0/0s	2,000 range	158 h	28
36	Refection	Friend	2.8s/0/0s	2,000 range	183 h	33
46	Refocillation	Friend	2.8s/0/0s	2,000 range	231 h	42

Minor Group Heal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
15	Angelic Commendation	Group	3.0s/0/0s	2,000 range	33 h	17
25	Angelic Benediction	Group	3.0s/0/0s	2,000 range	53 h	21
35	Angelic Blessing	Group	3.0s/0/0s	2,000 range	73 h	24
45	Angelic Approbation	Group	3.0s/0/0s	2,000 range	93 h	25

Resurrection

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
10	Revive	Corpse	4.0s/0/0s	1,500 range	Target is resurrected with 0% power and 10% health.	Variable

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Rejuvenation Specialization

Major Heal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Major Restoration	Friend	3.2s/0/0s	2,000 range	55 h	10
8	Major Recuperation	Friend	3.2s/0/0s	2,000 range	82 h	15
11	Major Renewal	Friend	3.2s/0/0s	2,000 range	109 h	20
14	Major Revival	Friend	3.2s/0/0s	2,000 range	136 h	24
18	Major Resuscitation	Friend	3.2s/0/0s	2,000 range	172 h	30
25	Major Reviction	Friend	3.2s/0/0s	2,000 range	235 h	39
33	Major Refection	Friend	3.2s/0/0s	2,000 range	307 h	48
43	Major Refocillation	Friend	3.2s/0/0s	2,000 range	396 h	58

Greater Heal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
10	Greater Recuperation	Friend	3.6s/0/0s	2,000 range	145 h	29
14	Greater Renewal	Friend	3.5s/0/0s	2,000 range	197 h	39
19	Greater Revival	Friend	3.4s/0/0s	2,000 range	263 h	52
25	Greater Resuscitation	Friend	3.3s/0/0s	2,000 range	341 h	68
32	Greater Reviction	Friend	3.1s/0/0s	2,000 range	432 h	86
41	Greater Refection	Friend	3.0s/0/0s	2,000 range	549 h	109
50	Greater Refocillation	Friend	2.8s/0/0s	2,000 range	667 h	133

Group Heal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
15	Heaven's Commendation	Group	3.7s/0/0s	2,000 range	97 h	42
26	Heaven's Benediction	Group	3.5s/0/0s	2,000 range	163 h	65
36	Heaven's Blessing	Group	3.3s/0/0s	2,000 range	223 h	82
46	Heaven's Approbation	Group	3.1s/0/0s	2,000 range	283 h	97

Instant Heal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
11	Gift of the Heavens	Friend	0s/0/900s	2,000 range	40%	0
21	Boon of the Heavens	Friend	0s/0/900s	2,000 range	60%	0
33	Favor of the Heavens	Friend	0s/0/900s	2,000 range	80%	0
42	Blessing of the Heavens	Friend	0s/0/900s	2,000 range	100%	0

Instant Group Heal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
23	Beautified Remedy	Group	0s/0/1,200s	2,000 range	50%	0
35	Glorious Remedy	Group	0s/0/1,200s	2,000 range	75%	0
45	Magnificent Remedy	Group	0s/0/1,200s	2,000 range	100%	0

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Spreadheal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
30	Gift of the Host	Self	3.5s/0/0s	2,000 range	187 h	79
39	Boon of the Host	Self	3.5s/0/0s	2,000 range	241 h	95
48	Blessing of the Host	Self	3.5s/0/0s	2,000 range	295 h	110

Resurrection

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
15	Raise Fallen	Corpse	4.0s/0/0s	1,500 range	Target is resurrected with 10% power and 10% health.	Variable
24	Reincarnate	Corpse	4.0s/0/0s	1,500 range	Target is resurrected with 25% power and 50% health.	Variable
40	Resurrection	Corpse	4.0s/0/0s	1,500 range	Target is resurrected with 50% power and 100% health.	Variable

Cure Poison

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
6	Cure Poison	Friend	3.2s/0/0s	1,500 range	—	6%

Cure Disease

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
7	Cure Disease	Friend	3.2s/0/0s	1,500 range	—	6%

Enhancements (Baseline)

Shield (AF)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Aura of Shielding	Friend	3.0s/0/0s	1,000 range	12 af	1 conc
5	Greater Aura of Shielding	Friend	3.0s/0/0s	1,000 range	15 af	2 conc
10	Aura of Defense	Friend	3.0s/0/0s	1,000 range	20 af	4 conc
16	Greater Aura of Defense	Friend	3.0s/0/0s	1,000 range	26 af	6 conc
22	Aura of Guarding	Friend	3.0s/0/0s	1,000 range	32 af	8 conc
31	Greater Aura of Guarding	Friend	3.0s/0/0s	1,000 range	41 af	11 conc
42	Aura of Deflection	Friend	3.0s/0/0s	1,000 range	52 af	15 conc

Buff Strength

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Blessed Strength	Friend	3.0s/0/0s	1,000 range	+12 Str	1 conc
7	Blessed Potency	Friend	3.0s/0/0s	1,000 range	+15 Str	3 conc
14	Blessed Power	Friend	3.0s/0/0s	1,000 range	+21 Str	5 conc
20	Holy Strength	Friend	3.0s/0/0s	1,000 range	+26 Str	7 conc
30	Holy Potency	Friend	3.0s/0/0s	1,000 range	+34 Str	11 conc
41	Holy Power	Friend	3.0s/0/0s	1,000 range	+42 Str	15 conc
50	Holy Might	Friend	3.0s/0/0s	1,000 range	+50 Str	19 conc

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Buff Dexterity

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
8	Blessed Dexterity	Friend	3.0s/0/0s	1,000 range	+16 Dex	3 conc
13	Blessed Agility	Friend	3.0s/0/0s	1,000 range	+20 Dex	5 conc
19	Blessed Coordination	Friend	3.0s/0/0s	1,000 range	+25 Dex	7 conc
28	Holy Dexterity	Friend	3.0s/0/0s	1,000 range	+32 Dex	18 conc
38	Holy Agility	Friend	3.0s/0/0s	1,000 range	+40 Dex	14 conc
48	Holy Coordination	Friend	3.0s/0/0s	1,000 range	+48 Dex	18 conc

Buff Constitution

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
6	Blessing of Health	Friend	3.0s/0/0s	1,000 range	+14 Con	2 conc
11	Benison of Health	Friend	3.0s/0/0s	1,000 range	+18 Con	4 conc
15	Benediction of Health	Friend	3.0s/0/0s	1,000 range	+22 Con	5 conc
24	Blessing of Fortitude	Friend	3.0s/0/0s	1,000 range	+29 Con	8 conc
33	Benison of Fortitude	Friend	3.0s/0/0s	1,000 range	+36 Con	16 conc
43	Benediction of Fortitude	Friend	3.0s/0/0s	1,000 range	+44 Con	16 conc

Enhancement Specialization

Shield (AF)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
6	Blessed Shield	Friend	3.0s/0/0s	1,000 range	20 af	4 conc
12	Blessed Guard	Friend	3.0s/0/0s	1,000 range	27 af	8 conc
18	Blessed Barrier	Friend	3.0s/0/0s	1,000 range	35 af	12 conc
25	Holy Shield	Friend	3.0s/0/0s	1,000 range	43 af	17 conc
34	Holy Guard	Friend	3.0s/0/0s	1,000 range	55 af	24 conc
44	Holy Barrier	Friend	3.0s/0/0s	1,000 range	67 af	32 conc

Buff Strength/Constitution

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Angelic Strength	Friend	3.0s/0/0s	1,000 range	+21 Str/Con	4 conc
9	Angelic Potency	Friend	3.0s/0/0s	1,000 range	+25 Str/Con	6 conc
13	Angelic Power	Friend	3.0s/0/0s	1,000 range	+30 Str/Con	9 conc
19	Archangel's Strength	Friend	3.0s/0/0s	1,000 range	+37 Str/Con	13 conc
26	Archangel's Potency	Friend	3.0s/0/0s	1,000 range	+45 Str/Con	18 conc
35	Archangel's Power	Friend	3.0s/0/0s	1,000 range	+57 Str/Con	24 conc
46	Archangel's Might	Friend	3.0s/0/0s	1,000 range	+69 Str/Con	33 conc

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Buff Dexterity/Quickness

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
7	Angelic Dexterity	Friend	3.0s/0/0s	1,000 range	+22 Dex/Qui	5 conc
14	Angelic Agility	Friend	3.0s/0/0s	1,000 range	+31 Dex/Qui	9 conc
20	Angelic Coordination	Friend	3.0s/0/0s	1,000 range	+39 Dex/Qui	13 conc
30	Dexterity of the Archangel	Friend	3.0s/0/0s	1,000 range	+51 Dex/Qui	21 conc
40	Agility of the Archangel	Friend	3.0s/0/0s	1,000 range	+63 Dex/Qui	0
50	Coordination of the Archangel	Friend	3.0s/0/0s	1,000 range	+75 Dex/Qui	37 conc

Buff Health Regeneration

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
10	Renewal	Friend	3.0s/0/0s	1,000 range	3 hp regen	4 conc
21	Regeneration	Friend	3.0s/0/0s	1,000 range	5 hp regen	7 conc
32	Revitalization	Friend	3.0s/0/0s	1,000 range	7 hp regen	11 conc
43	Heavenly Infusion	Friend	3.0s/0/0s	1,000 range	9 hp regen	16 conc

Buff Acuity

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
11	Acuity of the Seer	Friend	3.0s/0/0s	1,000 range	+21 Acuity	4 conc
22	Acuity of the Prophet	Friend	3.0s/0/0s	1,000 range	+32 Acuity	8 conc
31	Acuity of the Sage	Friend	3.0s/0/0s	1,000 range	+41 Acuity	11 conc
42	Acuity of the Magi	Friend	3.0s/0/0s	1,000 range	+52 Acuity	15 conc

Buff Body Resistance

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
23	Shield of Health	Group	3.0s/10 minutes/0s	1,000 range	+8% (Resist Body)	19
33	Guard of Health	Group	3.0s/10 minutes/0s	1,000 range	+16% (Resist Body)	27
45	Barrier of Health	Group	3.0s/10 minutes/0s	1,000 range	+24% body (Resist Body)	38

Buff Energy Resistance

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
27	Energy Shield	Group	3.0s/10 minutes/0s	1,000 range	+8% (Resist Energy)	22
37	Energy Guard	Group	3.0s/10 minutes/0s	1,000 range	+16% (Resist Energy)	31
48	Energy Barrier	Group	3.0s/10 minutes/0s	1,000 range	+24% (Resist Energy)	41

Buff Spirit Resistance

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
24	Spiritual Shield	Group	3.0s/10 minutes/0s	1,000 range	+8% (Resist Spirit)	19
36	Spiritual Guard	Group	3.0s/10 minutes/0s	1,000 range	+16% (Resist Spirit)	30
47	Spiritual Barrier	Group	3.0s/10 minutes/0s	1,000 range	+24% (Resist Spirit)	40

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Buff Shear Acuity

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
31	Piety Sequester	Enemy	3.0s/0/0s	1,750 range	—	12
42	Piety Bounce	Enemy	3.0s/0/0s	1,750 range/150 radius	—	16

Buff Shear Dexterity

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
32	Adroitness Commandeer	Enemy	3.0s/0/0s	1,750 range	(Spirit)	12
43	Adroitness Eradicate	Enemy	3.0s/0/0s	1,750 range/150 radius	(Spirit)	16

Buff Shear Constitution

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
33	Embodiment Annex	Enemy	3.0s/0/0s	1,750 range	—	12
44	Embodiment Banish	Enemy	3.0s/0/0s	1,750 range/150 radius	(Spirit)	16

Buff Shear Strength

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
35	Brawn Appropriate	Enemy	3.0s/0/0s	1,750 range	—	12
47	Brawn Unloose	Enemy	3.0s/0/0s	1,750 range/150 radius	—	16

Buff Shear Strength/Constitution

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
36	Endowment Seize	Enemy	3.0s/0/0s	1,750 range	—	12
48	Endowment Dispossess	Enemy	3.0s/0/0s	1,750 range/150 radius	—	16

Buff Shear Dexterity/Quickness

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
38	Deftness Usurp	Enemy	3.0s/0/0s	1,750 range	—	12
50	Deftness Irrupt	Enemy	3.0s/0/0s	1,750 range/150 radius	2 (Spirit)	16

Shield (Focus)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
46	Hand of God	Friend	2.0s/0/0s	2,000 range	Realm vs. Realm Only	0

PBAoE Buff

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
30	Acuity of the Council	Friend	4.0s/0/0s	1,000 radius	—	10
34	Archangel's Allotment	Friend	4.0s/0/0s	1,000 radius	—	10
39	Benefit of the Archangel	Friend	4.0s/0/0s	1,000 radius	—	10
41	Acuity of the Congregation	Friend	4.0s/0/0s	1,000 radius	—	20
45	Archangel's Apportioning	Friend	4.0s/0/0s	1,000 radius	—	20
49	Bounty of the Archangel	Friend	4.0s/0/0s	1,000 radius	—	20

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Defensive Proc

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
29	Strength From Adversity	Group	3.0s/10 minutes/0s	1,500 range	—	18
38	Test of Faith	Group	3.0s/10 minutes/0s	1,500 range	—	24
49	Trial By Fire	Group	3.0s/10 minutes/0s	1,500 range	—	32

Buff (Combat Damage)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
17	Refiner's Strength	Self	2.0s/20 minutes/0s	—	DPS Increase 15%	10
28	Purifying Strength	Self	2.0s/20 minutes/0s	—	DPS Increase 30%	17
39	Mercybringer	Self	2.0s/20 minutes/0s	—	DPS Increase 50%	25

Smiting Baseline

Damage

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Minor Smite	Enemy	3.0s/0/0s	1,350 range	14 (Spirit)	4
7	Lesser Smite	Enemy	3.0s/0/0s	1,350 range	20 (Spirit)	5
9	Smite	Enemy	3.0s/0/0s	1,350 range	26 (Spirit)	7
13	Major Smite	Enemy	3.0s/0/0s	1,350 range	34 (Spirit)	9
16	Greater Smite	Enemy	3.0s/0/0s	1,350 range	43 (Spirit)	11
21	Minor Judgement	Enemy	3.0s/0/0s	1,350 range	54 (Spirit)	15
27	Lesser Judgement	Enemy	3.0s/0/0s	1,350 range	71 (Spirit)	19
34	Judgement	Enemy	3.0s/0/0s	1,350 range	88 (Spirit)	24
42	Greater Judgement	Enemy	3.0s/0/0s	1,350 range	108 (Spirit)	30
50	Supreme Judgement	Enemy	3.0s/0/0s	1,350 range	127 (Spirit)	37

Stun

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
6	Stunning Flash	Enemy	2.5s/3 seconds/0s	1,500 range	Resist type: Spirit	4
15	Stunning Flare	Enemy	2.5s/5 seconds/0s	1,500 range	Resist type: Spirit	9
26	Stunning Glare	Enemy	2.5s/6 seconds/0s	1,500 range	Resist type: Spirit	16
36	Stunning Halo	Enemy	2.5s/8 seconds/0s	1,500 range	Resist type: Spirit	23
46	Stunning Aura	Enemy	2.5s/9 seconds/0s	1,500 range	Resist type: Spirit	30

Smiting Specialization

Damage Add

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Hammer of Faith	Self	3.0s/20 minutes/0s	—	Bonus: Damages target for listed damage/Damage: 1.0 DPS	2
4	Hammer of the Pious	Self	3.0s/20 minutes/0s	—	Bonus: Damages target for listed damage/Damage: 1.6 DPS	3
9	Hammer of Devotion	Self	3.0s/20 minutes/0s	—	Bonus: Damages target for listed damage/Damage: 2.7 DPS	6

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Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
14	Hammer of Grace	Self	3.0s/20 minutes/0s	—	Bonus: Damages target for listed damage/Damage: 3.7 DPS	9
18	Hammer of Justice	Self	3.0s/20 minutes/0s	—	Bonus: Damages target for listed damage/Damage: 4.6 DPS	11
24	Hammer of Zeal	Self	3.0s/20 minutes/0s	—	Bonus: Damages target for listed damage/Damage: 5.8 DPS	15
31	Hammer of the Martyr	Self	3.0s/20 minutes/0s	—	Bonus: Damages target for listed damage/Damage: 7.3 DPS9	1
40	Hammer of Holiness	Self	3.0s/20 minutes/0s	—	Bonus: Damages target for listed damage/Damage: 9.2 DPS	25
50	Hammer of the Sanctified	Self	3.0s/20 minutes/0s	—	Bonus: Damages target for listed damage/Damage: 11.3 DPS	33

Damage

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Holy Anger	Enemy	3.0s/0/0s	1,350 range	20 (Spirit)	4
8	Greater Holy Anger	Enemy	3.0s/0/0s	1,350 range	32 (Spirit)	6
12	Holy Rage	Enemy	3.0s/0/0s	1,350 range	44 (Spirit)	9
16	Greater Holy Rage	Enemy	3.0s/0/0s	1,350 range	60 (Spirit)	11
21	Holy Wrath	Enemy	3.0s/0/0s	1,350 range	75 (Spirit)	15
27	Greater Holy Wrath	Enemy	3.0s/0/0s	1,350 range	99 (Spirit)	19
35	Holy Fury	Enemy	3.0s/0/0s	1,350 range	145 (Spirit)	25
43	Greater Holy Fury	Enemy	3.0s/0/0s	1,350 range	176 (Spirit)	31

Damage (AoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
10	Heavenly Strike	Enemy	4.0s/0/0s	1,500 range/350 radius	26 (Spirit)	10
20	Heavenly Blast	Enemy	4.0s/0/0s	1,500 range/350 radius	51 (Spirit)	21
30	Heavenly Bolt	Enemy	4.0s/0/0s	1,500 range/350 radius	76 (Spirit)	31
39	Heavenly Force	Enemy	4.0s/0/0s	1,500 range/350 radius	102 (Spirit)	42
49	Heavenly Detonation	Enemy	4.0s/0/0s	1,500 range/350 radius	127 (Spirit)	54

Damage (PBAoE, Instant)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
6	Drive Evil	Enemy	0s/0/20s	200 radius	17 (Spirit)	5
11	Repel Evil	Enemy	0s/0/20s	200 radius	28 (Spirit)	9
17	Repulse Evil	Enemy	0s/0/20s	200 radius	45 (Spirit)	14
22	Dispel Evil	Enemy	0s/0/20s	200 radius	57 (Spirit)	18
32	Banish Evil	Enemy	0s/0/20s	200 radius	82 (Spirit)	26
42	Annihilate Evil	Enemy	0s/0/20s	200 radius	118 (Spirit)	35

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Mesmerize (PBAoE, Instant)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Heavenly Visions	Enemy	0s/9 seconds/300s	200 radius	(Resist type: Spirit)	3
7	Heavenly Images	Enemy	0s/11 seconds/300s	200 radius	(Resist type: Spirit)	5
15	Heavenly Mirage	Enemy	0s/15 seconds/300s	200 radius	(Resist type: Spirit)	9
23	Heavenly Dreams	Enemy	0s/19 seconds/300s	200 radius	(Resist type: Spirit)	14
34	Heavenly Imagination	Enemy	0s/25 seconds/300s	200 radius	(Resist type: Spirit)	21
44	Theophany	Enemy	0s/30 seconds/300s	200 radius	(Resist type: Spirit)	28

Friar (Acolyte)

Part healer, part fighter, a Friar is skilled in the ways of the staff and blessed with a variety of enhancement spells that range from self-only buffs to group resists. Restricted to leather armor, the Friar is deft at dodging attacks and dealing swift strikes, but also has buffs that make him as tough as any plate-wearing tank.

Pros: *Great melee and buffs*

Cons: *Poor at healing*

Races Available: *Briton*

Recommended Race: *Briton*

Skill Points: *1.5 per level*

Key Attributes:

Dexterity
Quickness
Piety
Constitution

Specializations:

Staff
Parry
Enhancements Specialization (Enhancement)
Rejuvenation Specialization (Rejuvenation)

Armor: Up to and including leather

Master Level Path: Battlemaster or Perfecter

Tradeskills: Alchemy, Fletching, Tailoring

Misc. Abilities:

Sprint
Evade I (5)
Evade II (10)
Evade III (15)
Evade IV (20)
Evade V (33)

Know Your Role:

Offensive: 50 staff, 38 enhancements, 20 parry

Balanced: 49 enhancements, 39 staff, 16 rejuvenation, 13 parry

Rejuvenator: 49 enhancements, 44 rejuvenation, 4 staff

Note

Baseline spells are gained as the character levels, while specialty spells are gained only by spending specialization points in that spell line.

Enhancements (Baseline)

Shield (AF)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Aura of Shielding	Friend	3.0s/0/0s	1,000 range	12 af	1 conc
5	Greater Aura of Shielding	Friend	3.0s/0/0s	1,000 range	15 af	2 conc
10	Aura of Defense	Friend	3.0s/0/0s	1,000 range	20 af	4 conc
16	Greater Aura of Defense	Friend	3.0s/0/0s	1,000 range	26 af	6 conc
22	Aura of Guarding	Friend	3.0s/0/0s	1,000 range	32 af	8 conc
31	Greater Aura of Guarding	Friend	3.0s/0/0s	1,000 range	41 af	11 conc
42	Aura of Deflection	Friend	3.0s/0/0s	1,000 range	52 af	15 conc

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Buff Strength

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Blessed Strength	Friend	3.0s/0/0s	1,000 range	+12 Str	1 conc
7	Blessed Potency	Friend	3.0s/0/0s	1,000 range	+15 Str	3 conc
14	Blessed Power	Friend	3.0s/0/0s	1,000 range	+21 Str	5 conc
20	Holy Strength	Friend	3.0s/0/0s	1,000 range	+26 Str	7 conc
30	Holy Potency	Friend	3.0s/0/0s	1,000 range	+34 Str	11 conc
41	Holy Power	Friend	3.0s/0/0s	1,000 range	+42 Str	15 conc
50	Holy Might	Friend	3.0s/0/0s	1,000 range	+50 Str	19 conc

Buff Dexterity

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
8	Blessed Dexterity	Friend	3.0s/0/0s	1,000 range	+16 Dex	3 conc
13	Blessed Agility	Friend	3.0s/0/0s	1,000 range	+20 Dex	5 conc
19	Blessed Coordination	Friend	3.0s/0/0s	1,000 range	+25 Dex	7 conc
28	Holy Dexterity	Friend	3.0s/0/0s	1,000 range	+32 Dex	18 conc
38	Holy Agility	Friend	3.0s/0/0s	1,000 range	+40 Dex	14 conc
48	Holy Coordination	Friend	3.0s/0/0s	1,000 range	+48 Dex	18 conc

Buff Constitution

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
6	Blessing of Health	Friend	3.0s/0/0s	1,000 range	+14 Con	2 conc
11	Benison of Health	Friend	3.0s/0/0s	1,000 range	+18 Con	4 conc
15	Benediction of Health	Friend	3.0s/0/0s	1,000 range	+22 Con	5 conc
24	Blessing of Fortitude	Friend	3.0s/0/0s	1,000 range	+29 Con	8 conc
33	Benison of Fortitude	Friend	3.0s/0/0s	1,000 range	+36 Con	16 conc
43	Benediction of Fortitude	Friend	3.0s/0/0s	1,000 range	+44 Con	16 conc

Enhancement Specialization

Absorb

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
26	Blessing of Resilience	Self	3.0s/20 minutes/0s	—	5% abs	10%
34	Blessing of Absorption	Self	3.0s/20 minutes/0s	—	10% abs	10%
44	Blessing of Dissipation	Self	3.0s/20 minutes/0s	—	15% abs	10%

Shield (AF)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Shield of Faith	Self	4.0s/20 minutes/0s	—	14 af	10%
3	Shield of Piety	Self	4.0s/20 minutes/0s	—	16 af	10%
7	Shield of Devotion	Self	4.0s/20 minutes/0s	—	20 af	10%
11	Shield of Grace	Self	4.0s/20 minutes/0s	—	24 af	10%
16	Shield of Justice	Self	4.0s/20 minutes/0s	—	29 af	10%
24	Shield of Zeal	Self	4.0s/20 minutes/0s	—	37 af	10%
33	Shield of Holiness	Self	4.0s/20 minutes/0s	—	46 af	10%
45	Shield of the Sanctified	Self	4.0s/20 minutes/0s	—	58 af	10%

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Buff Combat Speed

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Speed of the Angel	Self	0s/30 seconds/180s	—	Target hasted: 13%	10%
10	Haste of the Angel	Self	0s/30 seconds/180s	—	Target hasted: 16%	10%
15	Alacrity of the Angel	Self	0s/30 seconds/180s	—	Target hasted: 19%	10%
23	Speed of the Archangel	Self	0s/30 seconds/180s	—	Target hasted: 23%	10%
30	Haste of the Archangel	Self	0s/30 seconds/180s	—	Target hasted: 28%	10%
38	Alacrity of the Archangel	Self	0s/30 seconds/180s	—	Target hasted: 32%	10%
47	Alacrity of the Heavenly Host	Self	0s/30 seconds/180s	—	Target hasted: 38%	10%

Buff Dexterity/Quickness

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
7	Readiness	Self	3.0s/20 minutes/0s	—	+22 Dex/Qui	10%
12	Coordination	Self	3.0s/20 minutes/0s	—	+28 Dex/Qui	10%
18	Agility	Self	3.0s/20 minutes/0s	—	+36 Dex/Qui	10%
25	Precision	Self	3.0s/20 minutes/0s	—	+45 Dex/Qui	10%
35	Gracefulness	Self	3.0s/20 minutes/0s	—	+57 Dex/Qui	10%
45	Fluidity	Self	3.0s/20 minutes/0s	—	+69 Dex/Qui	10%

Buff Cold Resistance

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
25	Hearth's Blessing	Group	3.0s/10 minutes/0s	1,000 range	8 (Resist Cold)	20
35	Hearth's Benison	Group	3.0s/10 minutes/0s	1,000 range	16 (Resist Cold)	29
48	Hearth's Gift	Group	3.0s/10 minutes/0s	1,000 range	24 (Resist Cold)	41

Buff Heat Resistance

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
21	Resilience of the Wanderer	Group	3.0s/10 minutes/0s	1,000 range	8 (Resist Heat)	17
31	Fortitude of the Wanderer	Group	3.0s/10 minutes/0s	1,000 range	+16% heat (Resist Heat)	25
46	Piety of the Wanderer	Group	3.0s/10 minutes/0s	1,000 range	24 (Resist Heat)	39

Buff Matter Resistance

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
27	Attunement to Creation	Group	3.0s/10 minutes/0s	1,000 range	+8% matter (Resist Matter)	22
37	Blessing of Creation	Group	3.0s/10 minutes/0s	1,000 range	+16% matter (Resist Matter)	31
49	Oneness with Creation	Group	3.0s/10 minutes/0s	1,000 range	24 (Resist Matter)	42

Taunt

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
6	Tease	Enemy	0s/0/30s	1,350 range	6	0
19	Annoy	Enemy	0s/0/30s	1,350 range	22.4 agg	0
36	Inflame	Enemy	0s/0/30s	1,350 range	48	0
40	Incense	Enemy	0s/0/30s	1,350 range	55	0

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Fatigue Reduction

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
12	Saint's Energy	Self	3.0s/20 minutes/0s	—	10%	10%
22	Saint's Stamina	Self	3.0s/20 minutes/0s	—	15%	10%
32	Saint's Persistence	Self	3.0s/20 minutes/0s	—	20%	10%
42	Saint's Tenacity	Self	3.0s/20 minutes/0s	—	25%	10%

Fatigue Regeneration (Chant)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Saint's Vigor	Self	0s/5 seconds/pulse/0s	—	2	0

Rejuvenation (Baseline)

Minor Heal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Minor Rejuvenation	Friend	2.2s/0/0s	2,000 range	6 h	1
3	Minor Regeneracy	Friend	2.2s/0/0s	2,000 range	11 h	2
5	Minor Relief	Friend	2.2s/0/0s	2,000 range	16 h	3
8	Minor Restoration	Friend	2.2s/0/0s	2,000 range	23 h	4
11	Minor Recuperation	Friend	2.2s/0/0s	2,000 range	31 h	5
14	Minor Renewal	Friend	2.2s/0/0s	2,000 range	38 h	6
18	Minor Revival	Friend	2.2s/0/0s	2,000 range	48 h	8
23	Minor Resuscitation	Friend	2.2s/0/0s	2,000 range	60 h	10
29	Minor Reviction	Friend	2.2s/0/0s	2,000 range	75 h	12
37	Minor Refection	Friend	2.2s/0/0s	2,000 range	95 h	14
47	Minor Refocillation	Friend	2.2s/0/0s	2,000 range	119 h	17

Heal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Regeneracy	Friend	2.8s/0/0s	2,000 range	26 h	4
6	Relief	Friend	2.8s/0/0s	2,000 range	36 h	6
9	Restoration	Friend	2.8s/0/0s	2,000 range	50 h	9
12	Recuperation	Friend	2.8s/0/0s	2,000 range	65 h	11
16	Renewal	Friend	2.8s/0/0s	2,000 range	85 h	15
21	Revival	Friend	2.8s/0/0s	2,000 range	109 h	19
27	Resuscitation	Friend	2.8s/0/0s	2,000 range	138 h	25
31	Reviction	Friend	2.8s/0/0s	2,000 range	158 h	28
36	Refection	Friend	2.8s/0/0s	2,000 range	183 h	33
46	Refocillation	Friend	2.8s/0/0s	2,000 range	231 h	42

Minor Group Heal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
15	Angelic Commendation	Group	3.0s/0/0s	2,000 range	33 h	17
25	Angelic Benediction	Group	3.0s/0/0s	2,000 range	53 h	21
35	Angelic Blessing	Group	3.0s/0/0s	2,000 range	73 h	24
45	Angelic Approbation	Group	3.0s/0/0s	2,000 range	93 h	25

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Resurrection

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
10	Revive	Corpse	4.0s/0/0s	1,500 range	Target is resurrected with 0% power and 10% health.	Variable

Rejuvenation Specialization

Major Heal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Major Restoration	Friend	3.2s/0/0s	2,000 range	55 h	10
8	Major Recuperation	Friend	3.2s/0/0s	2,000 range	82 h	15
11	Major Renewal	Friend	3.2s/0/0s	2,000 range	109 h	20
14	Major Revival	Friend	3.2s/0/0s	2,000 range	136 h	24
18	Major Resuscitation	Friend	3.2s/0/0s	2,000 range	172 h	30
25	Major Reviction	Friend	3.2s/0/0s	2,000 range	235 h	39
33	Major Refection	Friend	3.2s/0/0s	2,000 range	307 h	48
43	Major Refocillation	Friend	3.2s/0/0s	2,000 range	396 h	58

Resurrection

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
15	Raise Fallen	Corpse	4.0s/0/0s	1,500 range	Target is resurrected with 10% power and 10% health.	Variable

Cure Poison

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
6	Cure Poison	Friend	3.2s/0/0s	1,500 range	—	6%

Cure Disease

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
7	Cure Disease	Friend	3.2s/0/0s	1,500 range	—	6%

Heal over Time

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
24	Blessed Encouragement	Group	4.0s/15 seconds/0s	2,000 range	37 h	61
34	Holy Encouragement	Group	4.0s/15 seconds/0s	2,000 range	52 h	79
44	Champion's Encouragement	Group	4.0s/15 seconds/0s	2,000 range	67 h	94

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Heretic (Acolyte)

The Heretic is the dark priest of Albion, capable of both melee combat and spellcraft. The ability to reincarnate friends into fearsome monsters is also a huge draw. While the Heretic's magical attacks start small, they focus their intensity until even the mightiest targets fall. Don't let the cloth armor fool you, Heretics are as hearty as any heavy tank.

Pros: *Unique spell line and able melee fighter*

Cons: *Not very group friendly*

Races Available: *Avalonians, Britons, Inconnu*

Race Recommended: *Inconnu*

Skill Points: *2.0 per level*

Key Attributes:

- *Dexterity*
- *Piety*
- *Strength*
- *Constitution*

Specializations:

- *Flexible*
- *Crush*
- *Shield*
- *Rejuvenation Specialization (Rejuvenation)*
- *Enhancement Specialization (Enhancements)*

Armor: Cloth and small shields

Master Level Path: Banelord or Perfecter

Tradeskills: Alchemy, Tailoring, Weaponcrafting

Misc. Abilities: Sprint, Tireless (15)

Know Your Role:

One size fits all: 50 enhancements, 50 rejuvenation, 25 flexible, 14 shield

Note

Baseline spells are gained as the character levels, while specialty spells are gained only by spending specialization points in that spell line.

Rejuvenation (Baseline)

Minor Heal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Minor Rejuvenation	Friend	2.2s/0/0s	2,000 range	6 h	1
3	Minor Regeneracy	Friend	2.2s/0/0s	2,000 range	11 h	2
5	Minor Relief	Friend	2.2s/0/0s	2,000 range	16 h	3
8	Minor Restoration	Friend	2.2s/0/0s	2,000 range	23 h	4
11	Minor Recuperation	Friend	2.2s/0/0s	2,000 range	31 h	5
14	Minor Renewal	Friend	2.2s/0/0s	2,000 range	38 h	6
18	Minor Revival	Friend	2.2s/0/0s	2,000 range	48 h	8
23	Minor Resuscitation	Friend	2.2s/0/0s	2,000 range	60 h	10
29	Minor Reviction	Friend	2.2s/0/0s	2,000 range	75 h	12
37	Minor Refection	Friend	2.2s/0/0s	2,000 range	95 h	14
47	Minor Refocillation	Friend	2.2s/0/0s	2,000 range	119 h	17

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Heal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Regeneracy	Friend	2.8s/0/0s	2,000 range	26 h	4
6	Relief	Friend	2.8s/0/0s	2,000 range	36 h	6
9	Restoration	Friend	2.8s/0/0s	2,000 range	50 h	9
12	Recuperation	Friend	2.8s/0/0s	2,000 range	65 h	11
16	Renewal	Friend	2.8s/0/0s	2,000 range	85 h	15
21	Revival	Friend	2.8s/0/0s	2,000 range	109 h	19
27	Resuscitation	Friend	2.8s/0/0s	2,000 range	138 h	25
31	Reviction	Friend	2.8s/0/0s	2,000 range	158 h	28
36	Refection	Friend	2.8s/0/0s	2,000 range	183 h	33
46	Refocillation	Friend	2.8s/0/0s	2,000 range	231 h	42

Minor Group Heal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
15	Angelic Commendation	Group	3.0s/0/0s	2,000 range	33 h	17
25	Angelic Benediction	Group	3.0s/0/0s	2,000 range	53 h	21
35	Angelic Blessing	Group	3.0s/0/0s	2,000 range	73 h	24
45	Angelic Approbation	Group	3.0s/0/0s	2,000 range	93 h	25

Resurrection

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
10	Revive	Corpse	4.0s/0/0s	1,500 range	Target is resurrected with 0% power and 10% health.	Variable

Rejuvenation Specialization

Damage over Time

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Flickering Embers	Enemy	0s/18s/30s	700 range	1/pulse (Heat)	3
10	Smoldering Embers	Enemy	0s/18s/30s	700 range	3/pulse (Heat)	6
16	Heated Embers	Enemy	0s/18s/30s	700 range	4/pulse (Heat)	10
23	Molten Embers	Enemy	0s/18s/30s	700 range	6/pulse (Heat)	13
30	Flaming Embers	Enemy	0s/18s/30s	700 range	9/pulse (Heat)	19
39	Bursting Embers	Enemy	0s/18s/30s	700 range	12/pulse (Heat)	25
48	Incinerating Embers	Enemy	0s/18s/30s	700 range	15/pulse (Heat)	32

Snare

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
6	Fiery Grasp	Enemy	0s/5s unbreakable 15s breakable/0s	500 range	Snare (Heat)	7
12	Fiery Tangle	Enemy	0s/5s unbreakable 15s breakable/0s	500 range	Snare (Heat)	10
20	Fiery Wrap	Enemy	0s/5s unbreakable 15s breakable/0s	500 range	Snare (Heat)	13
28	Fiery Leglock	Enemy	0s/5s unbreakable 15s breakable/0s	500 range	Snare (Heat)	16
37	Fiery Grapple	Enemy	0s/5s unbreakable 15s breakable/0s	500 range	Snare (Heat)	19
46	Fiery Stranglehold	Enemy	0s/5s unbreakable 15s breakable/0s	500 range	Snare (Heat)	22

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Damage Pulse (Focus)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Arawn's Heat	Enemy	2s/30s/0s	1,500 range	9/pulse (Heat)	2 & 1 per tic
9	Arawn's Sparks	Enemy	2s/30s/0s	1,500 range	24/pulse (Heat)	6 & 3 per tic
15	Arawn's Embers	Enemy	2s/30s/0s	1,500 range	33/pulse (Heat)	8 &3 per tic
21	Arawn's Flare	Enemy	2s/30s/0s	1,500 range	48/pulse (Heat)	10 & 5 per tic
26	Arawn's Pyre	Enemy	2s/30s/0s	1,500 range	60/pulse (Heat)	13 & 6 per tic
31	Arawn's Blaze	Enemy	2s/30s/0s	1,500 range	80/pulse (Heat)	15 & 7 per tic

Damage and Snare AoE (Focus)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
9	Lava Spate	Enemy	2s/1s pulse/0s	1,500 range	1/pulse (Heat)	1
14	Lava Flux	Enemy	2s/2s pulse/0s	1,500 range	5/pulse (Heat)	4
19	Lava Torrent	Enemy	2s/3s pulse/0s	1,500 range	8/pulse (Heat)	12
25	Lava Inundation	Enemy	2s/4s pulse/0s	1,500 range	12/pulse (Heat)	16
32	Lava Deluge	Enemy	2s/5s pulse/0s	1,500 range	18/pulse (Heat)	21
40	Lava Barrage	Enemy	2s/6s pulse/0s	1,500 range	21/pulse (Heat)	26

Damage and Snare (Focus)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Blazing Flow	Enemy	2s/0/0s	1,500 range	6/pulse (Heat)	1 + 1/pulse
6	Blazing Stream	Enemy	2s/0/0s	1,500 range	9/pulse (Heat)	2 + 2/pulse
10	Blazing Flux	Enemy	2s/0/0s	1,500 range	15/pulse (Heat)	5 + 3/pulse
13	Blazing Current	Enemy	2s/0/0s	1,500 range	22/pulse (Heat)	7 + 5/pulse
20	Blazing Wave	Enemy	2s/0/0s	1,500 range	29/pulse (Heat)	9 + 8/pulse
29	Blazing Surge	Enemy	2s/0/0s	1,500 range	36/pulse (Heat)	14 + 11/pulse

Resurrection (Monster)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
41	Reanimate Corpse	Friend	4s/45s/0s	1,500 range	—	Variable

Damage (Focus)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
36	Glistening Blaze	Enemy	2s/0/0s	1,500 range	83/pulse (Heat)	24 + 16/pulse
42	Whirling Blaze	Enemy	2s/0/0s	1,500 range	97/pulse (Heat)	29 + 22/pulse
48	Torrential Blaze	Enemy	2s/0/0s	1,500 range	112/pulse (Heat)	31 + 24/pulse

Debuff Effectiveness and Snare (Focus)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
7	Afflict Movement	Enemy	3s/0/0s	1,500 range	5% (Heat)	1 + 1/pulse
11	Aggravate Movement	Enemy	3s/0/0s	1,500 range	8% (Heat)	3 + 2/pulse
21	Hinder Movement	Enemy	3s/0/0s	1,500 range	12% (Heat)	11 + 3/pulse
27	Lacerate Movement	Enemy	3s/0/0s	1,500 range	16% (Heat)	17 + 4/pulse
33	Agonize Movement	Enemy	3s/0/0s	1,500 range	20% (Heat)	22 + 5/pulse
41	Torment Movement	Enemy	3s/0/0s	1,500 range	22% (Heat)	26 + 6/pulse
49	Destroy Movement	Enemy	3s/0/0s	1,500 range	25% (Heat)	31 + 7/pulse

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Enhancements (Baseline)

Absorb

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
9	Buffer of Warmth	Self	3.0s/1200s/0s	—	—	2
21	Buffer of Warmth	Self	3.0s/1200s/0s	—	—	7

Shield (AF)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Aura of Shielding	Friend	3.0s/0/0s	1,000 range	12 af	1 conc
5	Greater Aura of Shielding	Friend	3.0s/0/0s	1,000 range	15 af	2 conc
10	Aura of Defense	Friend	3.0s/0/0s	1,000 range	20 af	4 conc
16	Greater Aura of Defense	Friend	3.0s/0/0s	1,000 range	26 af	6 conc
22	Aura of Guarding	Friend	3.0s/0/0s	1,000 range	32 af	8 conc
31	Greater Aura of Guarding	Friend	3.0s/0/0s	1,000 range	41 af	11 conc
42	Aura of Deflection	Friend	3.0s/0/0s	1,000 range	52 af	15 conc

Buff Strength

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Blessed Strength	Friend	3.0s/0/0s	1,000 range	+12 Str	1 conc
7	Blessed Potency	Friend	3.0s/0/0s	1,000 range	+15 Str	3 conc
14	Blessed Power	Friend	3.0s/0/0s	1,000 range	+21 Str	5 conc
20	Holy Strength	Friend	3.0s/0/0s	1,000 range	+26 Str	7 conc
30	Holy Potency	Friend	3.0s/0/0s	1,000 range	+34 Str	11 conc
41	Holy Power	Friend	3.0s/0/0s	1,000 range	+42 Str	15 conc
50	Holy Might	Friend	3.0s/0/0s	1,000 range	+50 Str	19 conc

Buff Dexterity

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
8	Blessed Dexterity	Friend	3.0s/0/0s	1,000 range	+16 Dex	3 conc
13	Blessed Agility	Friend	3.0s/0/0s	1,000 range	+20 Dex	5 conc
19	Blessed Coordination	Friend	3.0s/0/0s	1,000 range	+25 Dex	7 conc
28	Holy Dexterity	Friend	3.0s/0/0s	1,000 range	+32 Dex	18 conc
38	Holy Agility	Friend	3.0s/0/0s	1,000 range	+40 Dex	14 conc
48	Holy Coordination	Friend	3.0s/0/0s	1,000 range	+48 Dex	18 conc

Buff Constitution

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
6	Blessing of Health	Friend	3.0s/0/0s	1,000 range	+14 Con	2 conc
11	Benison of Health	Friend	3.0s/0/0s	1,000 range	+18 Con	4 conc
15	Benediction of Health	Friend	3.0s/0/0s	1,000 range	+22 Con	5 conc
24	Blessing of Fortitude	Friend	3.0s/0/0s	1,000 range	+29 Con	8 conc
33	Benison of Fortitude	Friend	3.0s/0/0s	1,000 range	+36 Con	16 conc
43	Benediction of Fortitude	Friend	3.0s/0/0s	1,000 range	+44 Con	16 conc

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Enhancement Specialization

Absorb

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
25	Buffer of Steam	Self	3s/20 min/0s	—	15%	12
32	Buffer of Fire	Self	3s/20 min/0s	—	20%	17
41	Buffer of Magma	Self	3s/20 min/0s	—	25%	22
49	Buffer of Lava	Self	3s/20 min/0s	—	30%	29

Shield (AF)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
7	Kindled Shield	Self	3s/20 min/0s	—	36	5
12	Kindled Guard	Self	3s/20 min/0s	—	68	9
17	Kindled Barrier	Self	3s/20 min/0s	—	94	11
26	Molten Shield	Self	3s/20 min/0s	—	136	15
33	Molten Guard	Self	3s/20 min/0s	—	165	18
43	Molten Barrier	Self	3s/20 min/0s	—	250	22
50	Molten Barricade	Self	3s/20 min/0s	—	360	26

Damage Shield

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
6	Diabolic Thorns	Friend	2s/20 min/0s	—	1.2	0
13	Diabolic Spurs	Friend	2s/20 min/0s	—	1.8	0
18	Diabolic Briars	Friend	2s/20 min/0s	—	2.2	0
25	Diabolic Spines	Friend	2s/20 min/0s	—	2.9	0
34	Diabolic Spikes	Friend	2s/20 min/0s	—	3.7	0
44	Diabolic Stakes	Friend	2s/20 min/0s	—	4.6	0

Buff Strength/Constitution

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Chthonic Vigor	Self	2s/20 min/0s	—	21	4
10	Chthonic Strength	Self	2s/20 min/0s	—	24	6
16	Chthonic Fortification	Self	2s/20 min/0s	—	32	8
23	Chthonic Focus	Self	2s/20 min/0s	—	40	11
32	Chthonic Power	Self	2s/20 min/0s	—	52	15
40	Chthonic Force	Self	2s/20 min/0s	—	65	18
50	Chthonic Might	Self	2s/20 min/0s	—	75	22

Buff Combat Damage

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
11	Infernal Carve	Self	2s/20 min/0s	—	2.1	3
15	Infernal Cleave	Self	2s/20 min/0s	—	2.9	5
21	Infernal Gouge	Self	2s/20 min/0s	—	4.2	7
27	Infernal Lance	Self	2s/20 min/0s	—	5.4	10
36	Infernal Tear	Self	2s/20 min/0s	—	7.3	12
46	Infernal Slice	Self	2s/20 min/0s	—	9.4	16

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Buff Piercing Magic

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
10	Arawn's Precision	Self	3s/20 min/0s	—	1%	5
20	Arawn's Accuracy	Self	3s/20 min/0s	—	3%	10
30	Arawn's Clarity	Self	3s/20 min/0s	—	5%	15
40	Arawn's Acuity	Self	3s/20 min/0s	—	7%	20
50	Arawn's Cunning	Self	3s/20 min/0s	—	10%	25

Buff Shear Reactionary Proc

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
25	Accursed Infliction	Group	3s/20 min/0s	1,200 range	1%	12
30	Accursed Scourge	Group	3s/20 min/0s	1,200 range	2%	14
35	Accursed Desolation	Group	3s/20 min/0s	1,200 range	3%	17
40	Accursed Hardship	Group	3s/20 min/0s	1,200 range	4%	19
45	Accursed Misery	Group	3s/20 min/0s	1,200 range	5%	22

Damage Shield (Group)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
35	Diabolic Fence	Group	2s/10 min/0s	—	3.7	21
45	Diabolic Gate	Group	2s/10 min/0s	—	4.6	29

Theurgist (Elementalist)

The Theurgist is a magic user who summons elemental creatures to battle at his or her beck and call. This, along with an array of magical spells, makes the Theurgist a force to be reckoned with. The Theurgist is perhaps the most versatile yet underplayed Albion spell caster. Air spec features fast nukes and pets that chain stun, earth has pulsating bladeturn and longer lasting melee pets, while Ice Thergs call forth elemental casting pets that nuke.

Pros: *Pet spam, lots of utility*

Cons: *No PBAoE or lifetap spells*

Races Available: *Avalonian, Briton, Half Ogre*

Recommended Race: *Avalonian or Briton*

Skill Points: *1.0 per level*

Key Attributes:

Intel

Dexterity

Constitution

Specializations:

Abrasion (Earth Specialization)

Refrigeration (Ice Specialization)

Vapormancy (Air Specialization)

Armor: Cloth

Master Level Path: Convoker or Stormlord

Tradeskills: Spellcrafting, Tailoring

Misc. Abilities: Quickcast, Sprint

Know Your Role:

Air: 45 air, 26 earth, 14 ice

Water: 50 ice, 20 air

Earth: 48 earth, 24 ice

Note

Baseline spells are gained as the character levels, while specialty spells are gained only by spending specialization points in that spell line.

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Path of Air (Baseline)

Buff (Combat Speed)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Bolstering Gust (Minor)	Friend	3.5s/10 minutes/0s	1,500 range	Target hasted: 6%	4
9	Bolstering Gust	Friend	3.5s/10 minutes/0s	1,500 range	Target hasted: 7%	6
14	Bolstering Gust (Major)	Friend	3.5s/10 minutes/0s	1,500 range	Target hasted: 9%	9
21	Bolstering Storm (Minor)	Friend	3.5s/10 minutes/0s	1,500 range	Target hasted: 11%	13
28	Bolstering Storm	Friend	3.5s/10 minutes/0s	1,500 range	Target hasted: 13%	17
38	Bolstering Storm (Major)	Friend	3.5s/10 minutes/0s	1,500 range	Target hasted: 16%	24
49	Bolstering Storm (Greater)	Friend	3.5s/10 minutes/0s	1,500 range	Target hasted: 19%	32

Speed (Chant)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
6	Brisk Wind (Minor)	Group	3.0s/6 seconds/pulse/0s	2,000 range	Target speed increase: 124%	0
16	Brisk Wind	Group	3.0s/6 seconds/pulse/0s	2,000 range	Target speed increase: 132%	0
26	Lissome Wind (Minor)	Group	3.0s/6 seconds/pulse/0s	2,000 range	Target speed increase: 139%	0
36	Lissome Wind	Group	3.0s/6 seconds/pulse/0s	2,000 range	Target speed increase: 147%	0
46	Lissome Wind (Major)	Group	3.0s/6 seconds/pulse/0s	2,000 range	Target speed increase: 154%	0

Vapormancy (Air Specialization)

Damage

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Blasting Breeze	Enemy	2.8s/0/0s	1,500 range	10 (Spirit)	2
5	Blasting Gust	Enemy	2.8s/0/0s	1,500 range	26 (Spirit)	4
8	Blasting Winds	Enemy	2.8s/0/0s	1,500 range	41 (Spirit)	5
11	Blasting Gale	Enemy	2.8s/0/0s	1,500 range	51 (Spirit)	7
16	Blasting Squall	Enemy	2.8s/0/0s	1,500 range	77 (Spirit)	10
22	Blasting Storm	Enemy	2.8s/0/0s	1,500 range	102 (Spirit)	13
28	Blasting Cyclone	Enemy	2.8s/0/0s	1,500 range	133 (Spirit)	17
35	Blasting Tempest	Enemy	2.8s/0/0s	1,500 range	163 (Spirit)	22
45	Blasting Maelstrom	Enemy	2.8s/0/0s	1,500 range	209 (Spirit)	29

Mesmerize (AoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Confusing Gust (Minor)	Enemy	3.0s/10 seconds/0s	1,500 range/350 radius	(Resist type: Spirit)	3
13	Confusing Gust	Enemy	3.0s/14 seconds/0s	1,500 range/350 radius	(Resist type: Spirit)	8
21	Confusing Gust (Major)	Enemy	3.0s/18 seconds/0s	1,500 range/350 radius	(Resist type: Spirit)	13
30	Confusing Wind (Minor)	Enemy	3.0s/23 seconds/0s	1,500 range/350 radius	(Resist type: Spirit)	19
39	Confusing Wind	Enemy	3.0s/27 seconds/0s	1,500 range/350 radius	(Resist type: Spirit)	25
49	Confusing Storm	Enemy	3.0s/32 seconds/0s	1,500 range/350 radius	(Resist type: Spirit)	32

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Summon Air Element

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Call Lesser Air Sprite	Enemy	3.0s/20 seconds/0s	2,000 range	—	15%
7	Call Minor Air Sprite	Enemy	3.0s/20 seconds/0s	2,000 range	—	12%
12	Call Air Sprite	Enemy	3.0s/20 seconds/0s	2,000 range	—	12%
20	Call Potent Air Sprite	Enemy	3.0s/20 seconds/0s	2,000 range	—	12%
32	Call Mighty Air Sprite	Enemy	3.0s/20 seconds/0s	2,000 range	—	12%

Path of Ice

Root

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Cold's Bitter Grip (Lesser)	Enemy	2.5s/16 seconds/0s	1,500 range	-99% (Cold)	4
10	Cold's Bitter Grip	Enemy	2.5s/23 seconds/0s	1,500 range	-99% (Cold)	6
16	Cold's Bitter Grip (Greater)	Enemy	2.5s/30 seconds/0s	1,500 range	-99% (Cold)	10
22	Fingers Of Ice (Lesser)	Enemy	2.5s/38 seconds/0s	1,500 range	-99% (Cold)	13
30	Fingers Of Ice	Enemy	2.5s/49 seconds/0s	1,500 range	-99% (Cold)	19
39	Fingers Of Ice (Greater)	Enemy	2.5s/1 minute/0s	1,500 range	-99% (Cold)	25
49	Anchor Of Ice	Enemy	2.5s/1 minute, 13 seconds/0s	1,500 range	-99% (Cold)	32

Damage

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Ice Cloud (Minor)	Enemy	2.6s/0/0s	1,500 range	5 (Cold)	2
2	Ice Cloud	Enemy	2.6s/0/0s	1,500 range	9 (Cold)	2
3	Ice Cloud (Greater)	Enemy	2.6s/0/0s	1,500 range	13 (Cold)	3
6	Ice Cloud (Potent)	Enemy	2.6s/0/0s	1,500 range	25 (Cold)	4
9	Glittering Ice Cloud (Lesser)	Enemy	2.6s/0/0s	1,500 range	37 (Cold)	6
13	Glittering Ice Cloud	Enemy	2.6s/0/0s	1,500 range	49 (Cold)	8
17	Glittering Ice Cloud (Major)	Enemy	2.6s/0/0s	1,500 range	64 (Cold)	10
24	Ice Blast (Minor)	Enemy	2.6s/0/0s	1,500 range	88 (Cold)	15
33	Ice Blast	Enemy	2.6s/0/0s	1,500 range	120 (Cold)	21
41	Ice Blast (Potent)	Enemy	2.6s/0/0s	1,500 range	148 (Cold)	26
50	Ice Blast (Major)	Enemy	2.6s/0/0s	1,500 range	179 (Cold)	33

Refrigeration (Ice Specialization)

Damage and Snare

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Frost Blast	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -35%/Damage: 9 (Cold)	2
5	Chilling Blast	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -35%/Damage: 21 (Cold)	4
9	Frigid Blast	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -35%/Damage: 37 (Cold)	6
12	Snow Blast	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -35%/Damage: 45 (Cold)	8
17	Ice Blast	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -35%/Damage: 64 (Cold)	10
24	Winter Blast	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -35%/Damage: 88 (Cold)	15
33	Auroral Blast	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -35%/Damage: 120 (Cold)	21
41	Hibernal Blast	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -35%/Damage: 148 (Cold)	26
50	Arctic Blast	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -35%/Damage: 179 (Cold)	33

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Summon Ice Elemental

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Summon Minor Ice Spirit	Enemy	3.0s/25 seconds/0s	2,000 range	—	15%
7	Summon Lesser Ice Spirit	Enemy	3.0s/25 seconds/0s	2,000 range	—	12%
13	Summon Ice Spirit	Enemy	3.0s/25 seconds/0s	2,000 range	—	12%
18	Summon Aged Ice Spirit	Enemy	3.0s/25 seconds/0s	2,000 range	—	12%
25	Summon Elder Ice Spirit	Enemy	3.0s/25 seconds/0s	2,000 range	—	12%
32	Summon Ice Elemental	Enemy	3.0s/25 seconds/0s	2,000 range	—	12%
40	Summon Aged Ice Elemental	Enemy	3.0s/25 seconds/0s	2,000 range	—	12%
48	Summon Greater Ice Elemental	Enemy	3.0s/25 seconds/0s	2,000 range	—	12%

Root (AoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Field of Frost	Enemy	2.5s/15 seconds/0s	1,500 range/350 radius	-99% (Cold)	3
10	Field of Slush	Enemy	2.5s/23 seconds/0s	1,500 range/350 radius	-99% (Cold)	6
16	Field of Snow	Enemy	2.5s/30 seconds/0s	1,500 range/350 radius	-99% (Cold)	10
20	Field of Ice	Enemy	2.5s/36 seconds/0s	1,500 range/350 radius	-99% (Cold)	12
30	Floe of Snow	Enemy	2.5s/49 seconds/0s	1,500 range/350 radius	-99% (Cold)	19
39	Floe of Ice	Enemy	2.5s/1 minute/0s	1,500 range/350 radius	-99% (Cold)	25
49	Expanse of Ice	Enemy	2.5s/1 minute, 13 seconds/0s	1,500 range/350 radius	-99% (Cold)	32

Path of Earth

Absorb

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
30	Buffer of Earth	Self	3.0s/20 minutes/0s	—	5 abs	19
41	Buffer of Stone	Self	3.0s/20 minutes/0s	—	10 abs	26

Shield (AF)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Amethyst Shield	Self	3.0s/20 minutes/0s	—	13 af	2
3	Amethyst Shield (Enhanced)	Self	3.0s/20 minutes/0s	—	22 af	3
5	Ruby Shield	Self	3.0s/20 minutes/0s	—	32 af	4
9	Ruby Shield (Enhanced)	Self	3.0s/20 minutes/0s	—	51 af	6
13	Cobalt Shield	Self	3.0s/20 minutes/0s	—	71 af	8
18	Cobalt Shield (Enhanced)	Self	3.0s/20 minutes/0s	—	95 af	11
24	Emerald Shield	Self	3.0s/20 minutes/0s	—	124 af	15
31	Emerald Shield (Enhanced)	Self	3.0s/20 minutes/0s	—	158 af	19
40	Diamond Shield	Self	3.0s/20 minutes/0s	—	201 af	25
50	Diamond Shield (Enhanced)	Self	3.0s/20 minutes/0s	—	250 af	33

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Damage Add

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Minor Earthen Power	Friend	3.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 1.6 DPS	3
8	Earthen Power	Friend	3.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 2.5 DPS	5
11	Greater Earthen Power	Friend	3.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 3.1 DPS	7
15	Minor Earthen Burst	Friend	3.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 3.9 DPS	9
20	Earthen Burst	Friend	3.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 5.0 DPS	12
26	Great Earthen Burst	Friend	3.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 6.3 DPS	16
34	Earthen Fury	Friend	3.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 7.9 DPS	21
44	Greater Earthen Fury	Friend	3.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 10.0 DPS	28

Abrasion (Earth Magic Specialization)

Bladeturn

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Skin of Dust	Self	4.0s/Until Destroyed/Dispelled/0s	—	Bladeturn (0)	8%
10	Skin of Sand	Friend	4.0s/Until Destroyed/Dispelled/0s	1,250 range	Bladeturn (0)	8%
18	Skin of Earth	Group	4.0s/Until Destroyed/Dispelled/0s	1,250 range	Bladeturn (0)	12%

Debuff Combat Speed

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Minor Friction	Enemy	0s/2 minutes/5s	1,500 range	-5% slow (Spirit)	3
8	Lesser Friction	Enemy	0s/2 minutes/5s	1,500 range	-7% slow (Spirit)	5
14	Friction	Enemy	0s/2 minutes/5s	1,500 range	-9% slow (Spirit)	9
21	Major Friction	Enemy	0s/2 minutes/5s	1,500 range	-11% slow (Spirit)	13
28	Greater Friction	Enemy	0s/2 minutes/5s	1,500 range	-13% slow (Spirit)	17
37	Superior Friction	Enemy	0s/2 minutes/5s	1,500 range	-16% slow (Spirit)	23
47	Paralyzing Friction	Enemy	0s/2 minutes/5s	1,500 range	-19% slow (Spirit)	30

Summon Earth Elemental

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Call Minor Earth Elemental	Enemy	3.0s/1 minute/0s	2,000 range	—	15%
7	Call Lesser Earth Elemental	Enemy	3.0s/1 minute/0s	2,000 range	—	12%
12	Call Earth Elemental	Enemy	3.0s/1 minute/0s	2,000 range	—	12%
20	Call Potent Earth Elemental	Enemy	3.0s/1 minute/0s	2,000 range	—	12%
32	Call Mighty Earth Elemental	Enemy	3.0s/1 minute/0s	2,000 range	—	12%
40	Call Supreme Earth Elemental	Enemy	3.0s/1 minute/0s	2,000 range	—	12%
48	Call Earthlord	Enemy	3.0s/1 minute/0s	2,000 range	—	12%

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Bladeturn (Chant)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
26	Skin of Rock	Group	4.0s/10 seconds/pulse/0s	1,250 range	Bladeturn (0)	16 & 4 per tic
35	Skin of Stone	Group	4.0s/8 seconds/pulse/0s	1,250 range	Bladeturn (0)	22 & 5 per tic
45	Skin of Diamond	Group	4.0s/6 seconds/pulse/0s	1,250 range	Bladeturn (0)	29 & 7 per tic

Wizard (Elementalist)

As you might imagine, the wizard is the standard spell caster of Albion. Earth, fire, and ice are the tools of the trade, giving wizards a variety of ways to specialize. Earth is an often ill-fated path offering a weak selection of spells including GTAoE, while fire is a bit more attractive with high damage bolts and fast, highly deadly nukes. Ice on the other hand is no less effective in dealing out damage quickly, but the main draw in this line is the PBAoE.

Pros: *Fire and ice spells*

Cons: *Earth line only good for secondary spec*

Races Available: *Avalonian, Briton, Half Ogre*

Recommended Race: *Avalonian or Briton*

Skill Points: *1.0 per level*

Key Attributes:

Intel

Dexterity

Constitution

Specializations:

Pyromancy (Fire Specialization)

Liquefaction (Ice Specialization)

Calefaction (Earth Specialization)

Armor: Cloth

Master Level Path: Convoker or Stormlord

Tradeskills: Spellcrafting, Tailoring

Misc. Abilities: Quickcast, Sprint

Know Your Role:

Fire nuker: 50 fire, 20 earth

Ice bomber: 48 ice, 24 earth

Dual spec: 39 ice, 37 fire

Note

Baseline spells are gained as the character levels, while specialty spells are gained only by spending specialization points in that spell line.

Path of Fire (Baseline)

Bladeturn

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
19	Aura of Incineration	Self	4.0s/20 minutes/0s	—	Bladeturn (0)	8%

Damage

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Summon Fire	Enemy	2.6s/0/0s	1,500 range	13 (Heat)	3
5	Fire Wind	Enemy	2.6s/0/0s	1,500 range	21 (Heat)	4
7	Circle Of Flames	Enemy	2.6s/0/0s	1,500 range	29 (Heat)	5
10	Fiery Orbs	Enemy	2.6s/0/0s	1,500 range	37 (Heat)	6
13	Fire Storm (Minor)	Enemy	2.6s/0/0s	1,500 range	49 (Heat)	8
17	Fire Storm	Enemy	2.6s/0/0s	1,500 range	64 (Heat)	10
23	Fire Storm (Major)	Enemy	2.6s/0/0s	1,500 range	85 (Heat)	14
30	Fiery Maelstrom (Minor)	Enemy	2.6s/0/0s	1,500 range	108 (Heat)	19
37	Fiery Maelstrom	Enemy	2.6s/0/0s	1,500 range	136 (Heat)	23
47	Fiery Maelstrom (Major)	Enemy	2.6s/0/0s	1,500 range	171 (Heat)	30

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Damage (Bolt)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Fire Bolt	Enemy	2.5s/0/20s	1,875 range	13 (Heat)	2
4	Fiery Bolt	Enemy	2.5s/0/20s	1,875 range	24 (Heat)	3
6	Fireball	Enemy	2.5s/0/20s	1,875 range	36 (Heat)	4
9	Reign of Fire (Minor)	Enemy	2.5s/0/20s	1,875 range	53 (Heat)	6
14	Reign of Fire	Enemy	2.5s/0/20s	1,875 range	75 (Heat)	9
18	Reign of Fire (Major)	Enemy	2.5s/0/20s	1,875 range	98 (Heat)	11
22	Flaming Rocks (Minor)	Enemy	2.5s/0/20s	1,875 range	115 (Heat)	13
28	Flaming Rock	Enemy	2.5s/0/20s	1,875 range	149 (Heat)	17
36	Flaming Rocks (Greater)	Enemy	2.5s/0/20s	1,875 range	188 (Heat)	23
46	Flaming Rocks (Major)	Enemy	2.5s/0/20s	1,875 range	239 (Heat)	30

Pyromancy (Fire Specialization)

Damage

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Minor Combustion	Enemy	2.8s/0/0s	1,500 range	5 (Heat)	2
3	Lesser Combustion	Enemy	2.8s/0/0s	1,500 range	16 (Heat)	3
6	Combustion	Enemy	2.8s/0/0s	1,500 range	31 (Heat)	4
10	Greater Combustion	Enemy	2.8s/0/0s	1,500 range	46 (Heat)	6
13	Major Combustion	Enemy	2.8s/0/0s	1,500 range	62 (Heat)	8
17	Minor Conflagration	Enemy	2.8s/0/0s	1,500 range	81 (Heat)	10
23	Lesser Conflagration	Enemy	2.8s/0/0s	1,500 range	108 (Heat)	14
30	Conflagration	Enemy	2.8s/0/0s	1,500 range	137 (Heat)	19
37	Greater Conflagration	Enemy	2.8s/0/0s	1,500 range	173 (Heat)	23
47	Major Conflagration	Enemy	2.8s/0/0s	1,500 range	219 (Heat)	30

Damage (AoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Explosive Blast (Minor)	Enemy	3.0s/0/0s	1,500 range/350 radius	8 (Heat)	2
5	Explosive Blast	Enemy	3.0s/0/0s	1,500 range/350 radius	20 (Heat)	4
7	Explosive Burst (Minor)	Enemy	3.0s/0/0s	1,500 range/350 radius	28 (Heat)	5
12	Explosive Burst	Enemy	3.0s/0/0s	1,500 range/350 radius	44 (Heat)	8
18	Concussive Blast (Minor)	Enemy	3.0s/0/0s	1,500 range/350 radius	67 (Heat)	11
24	Concussive Blast	Enemy	3.0s/0/0s	1,500 range/350 radius	87 (Heat)	15
32	Ebullient Blast (Minor)	Enemy	3.0s/0/0s	1,500 range/350 radius	115 (Heat)	20
44	Ebullient Blast	Enemy	3.0s/0/0s	1,500 range/350 radius	158 (Heat)	28

Damage (Bolt)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Minor Fire Streak	Enemy	2.5s/0/20s	1,875 range	29 (Heat)	3
8	Fire Streak	Enemy	2.5s/0/20s	1,875 range	59 (Heat)	5
14	Minor Flame Streak	Enemy	2.5s/0/20s	1,875 range	96 (Heat)	9
19	Flame Streak	Enemy	2.5s/0/20s	1,875 range	133 (Heat)	12

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Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
25	Minor Incendiary Lance	Enemy	2.5s/0/20s	1,875 range	170 (Heat)	15
33	Incendiary Lance	Enemy	2.5s/0/20s	1,875 range	221 (Heat)	21
41	Minor Flame Spear	Enemy	2.5s/0/20s	1,875 range	273 (Heat)	26
50	Flame Spear	Enemy	2.5s/0/20s	1,875 range	331 (Heat)	33

Path of Ice (Baseline)

Root

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Cold's Bitter Grip (Lesser)	Enemy	2.5s/16 seconds/0s	1,500 range	-99% (Cold)	4
10	Cold's Bitter Grip	Enemy	2.5s/23 seconds/0s	1,500 range	-99% (Cold)	6
16	Cold's Bitter Grip (Greater)	Enemy	2.5s/30 seconds/0s	1,500 range	-99% (Cold)	10
22	Fingers Of Ice (Lesser)	Enemy	2.5s/38 seconds/0s	1,500 range	-99% (Cold)	13
30	Fingers Of Ice	Enemy	2.5s/49 seconds/0s	1,500 range	-99% (Cold)	19
39	Fingers Of Ice (Greater)	Enemy	2.5s/1 minute/0s	1,500 range	-99% (Cold)	25
49	Anchor Of Ice	Enemy	2.5s/1 minute, 13 seconds/0s	1,500 range	-99% (Cold)	32

Damage

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Ice Cloud (Minor)	Enemy	2.6s/0/0s	1,500 range	5 (Cold)	2
2	Ice Cloud	Enemy	2.6s/0/0s	1,500 range	9 (Cold)	2
3	Ice Cloud (Greater)	Enemy	2.6s/0/0s	1,500 range	13 (Cold)	3
6	Ice Cloud (Potent)	Enemy	2.6s/0/0s	1,500 range	25 (Cold)	4
9	Glittering Ice Cloud (Lesser)	Enemy	2.6s/0/0s	1,500 range	37 (Cold)	6
13	Glittering Ice Cloud	Enemy	2.6s/0/0s	1,500 range	49 (Cold)	8
17	Glittering Ice Cloud (Major)	Enemy	2.6s/0/0s	1,500 range	64 (Cold)	10
24	Ice Blast (Minor)	Enemy	2.6s/0/0s	1,500 range	88 (Cold)	15
33	Ice Blast	Enemy	2.6s/0/0s	1,500 range	120 (Cold)	21
41	Ice Blast (Potent)	Enemy	2.6s/0/0s	1,500 range	148 (Cold)	26
50	Ice Blast (Major)	Enemy	2.6s/0/0s	1,500 range	179 (Cold)	33

Liquifaction (Ice Specialization)

Damage (PBAoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
7	Burst of Steam (Minor)	Enemy	2.5s/0/0s	300 radius	52 (Cold)	5
11	Burst of Steam	Enemy	2.5s/0/0s	300 radius	74 (Cold)	7
15	Steaming Blast (Minor)	Enemy	2.5s/0/0s	300 radius	104 (Cold)	9
20	Steaming Blast	Enemy	2.5s/0/0s	300 radius	133 (Cold)	12
26	Steaming Blast (Major)	Enemy	2.5s/0/0s	300 radius	176 (Cold)	16
32	Steaming Wind (Minor)	Enemy	2.5s/0/0s	300 radius	214 (Cold)	20
39	Steaming Wind	Enemy	2.5s/0/0s	300 radius	265 (Cold)	25
48	Steaming Wind (Major)	Enemy	2.5s/0/0s	300 radius	325 (Cold)	31

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Damage and Snare

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Ensnaring Haze (Minor)	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -35%/Damage: 5 (Cold)	2
5	Ensnaring Haze (Lesser)	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -35%/Damage: 21 (Cold)	4
9	Ensnaring Haze	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -35%/Damage: 37 (Cold)	6
13	Ensnaring Haze (Greater)	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -35%/Damage: 49 (Cold)	8
17	Ensnaring Haze (Potent)	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -35%/Damage: 64 (Cold)	10
24	Entangling Haze (Minor)	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -35%/Damage: 88 (Cold)	15
33	Entangling Haze	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -35%/Damage: 120 (Cold)	21
41	Entangling Haze (Greater)	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -35%/Damage: 148 (Cold)	26
50	Entangling Haze (Potent)	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -35%/Damage: 179 (Cold)	33

Damage and Debuff

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Searing Wind (Minor)	Enemy	3.0s/20 seconds/0s	1,500 range	Bonus: Resist lowered by 10%/Damage: 13	3
6	Searing Wind (Lesser)	Enemy	3.0s/20 seconds/0s	1,500 range	Bonus: Resist lowered by 10%/Damage: 25	4
12	Searing Wind	Enemy	3.0s/20 seconds/0s	1,500 range	Bonus: Resist lowered by 10%/Damage: 45	8
16	Searing Gust (Minor)	Enemy	3.0s/25 seconds/0s	1,500 range	Bonus: Resist lowered by 10%/Damage: 61	10
21	Searing Gust	Enemy	3.0s/25 seconds/0s	1,500 range	Bonus: Resist lowered by 15%/Damage: 76	13
27	Searing Wave (Minor)	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: Resist lowered by 15%/Damage: 100	17
37	Searing Wave	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: Resist lowered by 15%/Damage: 136	23
47	Searing Blast	Enemy	3.0s/35 seconds/0s	1,500 range	Bonus: Resist lowered by 15%/Damage: 171	30

Damage and Debuff (AoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
8	Simmering Cloud	Enemy	3.0s/20 seconds/0s	1,500 range/350 radius	Bonus: Resist lowered by 10%/Damage: 25	7
14	Broiling Cloud	Enemy	3.0s/20 seconds/0s	1,500 range/350 radius	Bonus: Resist lowered by 10%/Damage: 40	11
22	Sweltering Cloud	Enemy	3.0s/25 seconds/0s	1,500 range/350 radius	Bonus: Resist lowered by 10%/Damage: 62	18
29	Burning Cloud	Enemy	3.0s/25 seconds/0s	1,500 range/350 radius	Bonus: Resist lowered by 15%/Damage: 84	24
36	Torrid Cloud	Enemy	3.0s/30 seconds/0s	1,500 range/350 radius	Bonus: Resist lowered by 15%/Damage: 102	30
46	Boiling Cloud	Enemy	3.0s/30 seconds/0s	1,500 range/350 radius	Bonus: Resist lowered by 15%/Damage: 130	39

Path of Earth (Baseline)

Absorb

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
30	Buffer of Earth	Self	3.0s/20 minutes/0s	—	5 abs	19
41	Buffer of Stone	Self	3.0s/20 minutes/0s	—	10 abs	26

Shield (AF)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Amethyst Shield	Self	3.0s/20 minutes/0s	—	13 af	2
3	Amethyst Shield (Enhanced)	Self	3.0s/20 minutes/0s	—	22 af	3
5	Ruby Shield	Self	3.0s/20 minutes/0s	—	32 af	4
9	Ruby Shield (Enhanced)	Self	3.0s/20 minutes/0s	—	51 af	6

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Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
13	Cobalt Shield	Self	3.0s/20 minutes/0s	—	71 af	8
18	Cobalt Shield (Enhanced)	Self	3.0s/20 minutes/0s	—	95 af	11
24	Emerald Shield	Self	3.0s/20 minutes/0s	—	124 af	15
31	Emerald Shield (Enhanced)	Self	3.0s/20 minutes/0s	—	158 af	19
40	Diamond Shield	Self	3.0s/20 minutes/0s	—	201 af	25
50	Diamond Shield (Enhanced)	Self	3.0s/20 minutes/0s	—	250 af	33

Damage Add

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Minor Earthen Power	Friend	3.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 1.6 DPS	3
8	Earthen Power	Friend	3.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 2.5 DPS	5
11	Greater Earthen Power	Friend	3.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 3.1 DPS	7
15	Minor Earthen Burst	Friend	3.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 3.9 DPS	9
20	Earthen Burst	Friend	3.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 5.0 DPS	12
26	Great Earthen Burst	Friend	3.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 6.3 DPS	16
34	Earthen Fury	Friend	3.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 7.9 DPS	21
44	Greater Earthen Fury	Friend	3.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 10.0 DPS	28

Calefaction (Earth Specialization)

Damage over Time

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
6	Molten Wrap	Enemy	3.0s/24 seconds/0s	1,500 range	11 dmg/tick	4
10	Greater Molten Wrap	Enemy	3.0s/24 seconds/0s	1,500 range	17 dmg/tick	6
16	Molten Blanket	Enemy	3.0s/24 seconds/0s	1,500 range	29 dmg/tick	10
23	Greater Molten Blanket	Enemy	3.0s/24 seconds/0s	1,500 range	41 dmg/tick	14
29	Sheet of Lava	Enemy	3.0s/24 seconds/0s	1,500 range	53 dmg/tick	18
35	Greater Sheet of Lava	Enemy	3.0s/24 seconds/0s	1,500 range	63 dmg/tick	22
41	Sheet of Magma	Enemy	3.0s/24 seconds/0s	1,500 range	73 dmg/tick	26
48	Greater Sheet of Magma	Enemy	3.0s/24 seconds/0s	1,500 range	87 dmg/tick	31

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Damage Shield

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Minor Shield of Magma	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 0.7 DPS	2
5	Shield of Magma	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 1.1 DPS	4
9	Greater Shield of Magma	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 1.4 DPS	6
14	Minor Shell of Magma	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 1.9 DPS	9
22	Shell of Magma	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 2.6 DPS	13
33	Greater Shell of Magma	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 3.6 DPS	21
44	Exalted Magma Shield	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 4.6 DPS	28

Damage (Bolt)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Bolt of Lava	Enemy	2.5s/0/20s	1,875 range	15.6 (Matter)	2
4	Bolt of Lava (Enhanced)	Enemy	2.5s/0/20s	1,875 range	29.9 (Matter)	3
7	Lava Strike	Enemy	2.5s/0/20s	1,875 range	52 (Matter)	5
12	Lava Strike (Enhanced)	Enemy	2.5s/0/20s	1,875 range	81.9 (Matter)	8
17	Lava Force	Enemy	2.5s/0/20s	1,875 range	118.3 (Matter)	10
24	Lava Force (Enhanced)	Enemy	2.5s/0/20s	1,875 range	162.5 (Matter)	15
31	Lava Streak	Enemy	2.5s/0/20s	1,875 range	206.7 (Matter)	19
38	Lava Streak (Enhanced)	Enemy	2.5s/0/20s	1,875 range	258.7 (Matter)	24
46	Lava's Fury	Enemy	2.5s/0/20s	1,875 range	309.4 (Matter)	30

Damage and Snare (AoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
8	Molten Earth	Enemy	3.0s/30 seconds/0s	1,500 range/350 radius	Bonus: -35%/Damage: 25 (Matter)	7
11	Lava Field	Enemy	3.0s/30 seconds/0s	1,500 range/350 radius	Bonus: -35%/Damage: 31 (Matter)	9
15	Expanse of Magma	Enemy	3.0s/30 seconds/0s	1,500 range/350 radius	Bonus: -35%/Damage: 44 (Matter)	12
20	Molten Puddle	Enemy	3.0s/30 seconds/0s	1,500 range/350 radius	Bonus: -35%/Damage: 56 (Matter)	16
28	Molten Pool	Enemy	3.0s/30 seconds/0s	1,500 range/350 radius	Bonus: -35%/Damage: 81 (Matter)	23
36	Molten Lake	Enemy	3.0s/30 seconds/0s	1,500 range/350 radius	Bonus: -35%/Damage: 102 (Matter)	30
47	Molten Ocean	Enemy	3.0s/30 seconds/0s	1,500 range/350 radius	Bonus: -35%/Damage: 134 (Matter)	40

Damage (GTAoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
18	Earth Eddies	Ground Target	3.0s/1 second/6s	1,500 range/350 radius	68 (Matter)	11
25	Earth Splash	Ground Target	3.0s/1 second/6s	1,500 range/350 radius	92 (Matter)	15
34	Earth Ripple	Ground Target	3.0s/1 second/6s	1,500 range/350 radius	124 (Matter)	21
43	Earth Wave	Ground Target	3.0s/1 second/6s	1,500 range/350 radius	155 (Matter)	27

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Roots (AoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
13	Trembling Earth	Enemy	2.5s/26 seconds/0s	1,500 range/350 radius	-99% (Matter)	8
32	Quaking Earth	Enemy	2.5s/51 seconds/0s	1,500 range/350 radius	-99% (Matter)	20
42	Buckling Earth	Enemy	2.5s/4 seconds/0s	1,500 range/350 radius	-99% (Matter)	27

Sorcerer (Mage)

Sorcerers are perhaps the most feared class in the game. A Sorcerer can mez an entire group at bolt range and then pick them off one at a time. The Sorcerer is a highly viable soloing class and a welcome addition to any group. Disposable charmed pets, character longevity from lifetaps, and the ability to exert a mesmerizing influence on a crowd make this an enjoyable and functional class.

Pros: *Heaps of utility*

Cons: *Nothing, really*

Races Available: *Avalonian, Briton, Half Ogre, Inconnu, Saracen*

Recommended Race: *Inconnu*

Skill Points: *1.0 per level*

Key Attributes:

Intel

Dexterity

Constitution

Specializations:

Domination (Mind Specialization)

Disorientation (Body Specialization)

Telekinesis (Matter Specialization)

Armor: Cloth

Master Level Path: Convoker or Stormlord

Tradeskills: Spellcrafting, Tailoring

Misc. Abilities: Quickcast, Sprint

Know Your Role:

Mezzer: 44 mind, 31 body

Nuker: 48 body, 24 mind

Debuff/nuker: 40 matter, 36 body

Note

Baseline spells are gained as the character levels, while specialty spells are gained only by spending specialization points in that spell line.

Mind Twisting (Baseline)

Mesmerize

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Minor Mesmerization	Enemy	3.0s/16 seconds/0s	1,500 range	(Resist type: Energy)	2
5	Lesser Mesmerization	Enemy	3.0s/21 seconds/0s	1,500 range	(Resist type: Energy)	3
9	Mesmerization	Enemy	3.0s/26 seconds/0s	1,500 range	(Resist type: Energy)	5
15	Major Mesmerization	Enemy	3.0s/34 seconds/0s	1,500 range	(Resist type: Energy)	8
23	Greater Mesmerization	Enemy	3.0s/44 seconds/0s	1,500 range	(Resist type: Energy)	11
31	Fascination	Enemy	3.0s/55 seconds/0s	1,500 range	(Resist type: Energy)	15
40	Greater Fascination	Enemy	3.0s/1 minute 7 seconds/0s	1,500 range	(Resist type: Energy)	19
50	Superior Fascination	Enemy	3.0s/1 minute 20 seconds/0s	1,500 range	(Resist type: Energy)	23

Speed (Chant)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
6	Amplify Movement	Group	3.0s/6 seconds/pulse/0s	2,000 range	Target speed increase: 124%	0
16	Amplify Running	Group	3.0s/6 seconds/pulse/0s	2,000 range	Target speed increase: 132%	0
26	Amplify Coordination	Group	3.0s/6 seconds/pulse/0s	2,000 range	Target speed increase: 139%	0
36	Amplify Equilibrium	Group	3.0s/6 seconds/pulse/0s	2,000 range	Target speed increase: 147%	0
46	Amplify Balance	Group	3.0s/6 seconds/pulse/0s	2,000 range	Target speed increase: 154%	0

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Confusion

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Confuse Mind	Enemy	2.5s/14 seconds/0s	1,500 range	70% (Resist type: Energy)	1
7	Befuddle Mind	Enemy	2.5s/24 seconds/0s	1,500 range	85% (Resist type: Energy)	4
13	Obscure Mind	Enemy	2.5s/36 seconds/0s	1,500 range	100% (Resist type: Energy)	6
20	Mystify Mind	Enemy	2.5s/50 seconds/0s	1,500 range	15%	9
27	Muddle Mind	Enemy	2.5s/1 minute 4 seconds/0s	1,500 range	30%	13
34	Perplex Mind	Enemy	2.5s/1 minute 18 seconds/0s	1,500 range	45%	16
41	Darken Mind	Enemy	2.5s/1 minute 32 seconds/0s	1,500 range	60%	20
48	Paradox Mind	Enemy	2.5s/1 minute 36 seconds/0s	1,500 range	75%	24

Remove Mesmerization

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
24	Clear Mind	Friend	3.0s/0/0s	1,500 range	—	6%

Amnesia

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
8	Inflict Minor Forgetfulness	Enemy	0s/0/0s	2,300 range	70%	3

Amnesia (AoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
17	Inflict Forgetfulness	Enemy	0s/0/0s	2,300 range/100 radius	77%	8
28	Inflict Minor Amnesia	Enemy	0s/0/0s	2,300 range/175 radius	84%	16
37	Inflict Amnesia	Enemy	0s/0/0s	2,300 range/250 radius	91%	27
49	Inflict Oblivion	Enemy	0s/0/0s	2,300 range/325 radius	100%	37

Domination (Mind Specialization)

Mesmerize (AoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Fog of Senility	Enemy	3.0s/20 seconds/0s	1,875 range/350 radius	Resist type: Energy	3
14	Blanket of Senility	Enemy	3.0s/33 seconds/0s	1,875 range/350 radius	Resist type: Energy	7
24	Cloud of Senility	Enemy	3.0s/46 seconds/0s	1,875 range/350 radius	Resist type: Energy	12
34	Veil of Senility	Enemy	3.0s/59 seconds/0s	1,875 range/350 radius	Resist type: Energy	16
44	Shroud of Senility	Enemy	3.0s/12 seconds/0s	1,875 range/400 radius	Resist type: Energy	21

Charm

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Persuade Will	Enemy	4.0s/Until Destroyed/Dispelled/0s	1,000 range	—	25%
7	Coerce Will	Enemy	4.0s/Until Destroyed/Dispelled/0s	1,000 range	—	25%
12	Compel Will	Enemy	4.0s/Until Destroyed/Dispelled/0s	1,000 range	—	25%
20	Control Will	Enemy	4.0s/Until Destroyed/Dispelled/0s	1,000 range	—	25%
32	Wrest Will	Enemy	4.0s/Until Destroyed/Dispelled/0s	1,000 range	—	25%

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Debuff Strength/Constitution (AoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Banish Will	Enemy	0s/1 minute/5s	1,500 range/350 radius	-16 Str/Con	3
6	Banish Motivation	Enemy	0s/1 minute/5s	1,500 range/350 radius	-21 Str/Con	5
11	Banish Conviction	Enemy	0s/1 minute/5s	1,500 range/350 radius	-27 Str/Con	9
18	Banish Dedication	Enemy	0s/1 minute/5s	1,500 range/350 radius	-36 Str/Con	15
25	Banish Faith	Enemy	0s/1 minute/5s	1,500 range/350 radius	-45 Str/Con	20
33	Banish Confidence	Enemy	0s/1 minute/5s	1,500 range/350 radius	-54 Str/Con	27
43	Banish Hope	Enemy	0s/1 minute/5s	1,500 range/350 radius	-66 Str/Con	36

Buff Power Regeneration

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Comprehension of Power	Friend	3.0s/10 minutes/0s	1,500 range	1	4
15	Perception of Power	Friend	3.0s/10 minutes/0s	1,500 range	2	9
26	Perspicuity of Power	Friend	3.0s/10 minutes/0s	1,500 range	3	16
36	Cognition of Power	Friend	3.0s/10 minutes/0s	1,500 range	4	23
37	Circle of Cognition	Group	4ss/10 minutes/0ss	1,500 range	4	63
46	Lucidity of Power	Friend	3.0s/10 minutes/0s	1,500 range	5	30
47	Circle of Lucidity	Group	4ss/10 minutes/0ss	1,500 range	5	82

Buff Mesmerization Dampening

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
16	Shield Mind	Self	4.0s/20 minutes/0s	—	10%	10
27	Harden Mind	Self	4.0s/20 minutes/0s	—	25%	17
35	Steel Mind	Self	4.0s/20 minutes/0s	—	40%	22
45	Invulnerable Mind	Self	4.0s/20 minutes/0s	—	55%	29

Chant Mesmerization Dampening

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
29	Solidarity of Mind	Group	4.0s/10 seconds/pulse/0s	2,000 range	5%	0
39	Unity of Mind	Group	4.0s/10 seconds/pulse/0s	2,000 range	10%	0
49	Brotherhood of the Mind	Group	4.0s/10 seconds/pulse/0s	2,000 range	15%	0

Body Destruction (Baseline)

Lifedrain

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Minor Vitality Drain	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 30% of damage done as health for the caster/Damage: 5 (Body)	2
2	Lesser Vitality Drain	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 30% of damage done as health for the caster/Damage: 9 (Body)	2
3	Vitality Drain	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 30% of damage done as health for the caster/Damage: 13 (Body)	3
5	Greater Vitality Drain	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 30% of damage done as health for the caster/Damage: 21 (Body)	4

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Lifedrain *Continued*

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
7	Major Vitality Drain	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 30% of damage done as health for the caster/Damage: 29 (Body)	5
10	Minor Essence Consumption	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 30% of damage done as health for the caster/Damage: 37 (Body)	6
14	Lesser Essence Consumption	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 30% of damage done as health for the caster/Damage: 52 (Body)	9
18	Essence Consumption	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 40% of damage done as health for the caster/Damage: 68 (Body)	11
23	Greater Essence Consumption	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 40% of damage done as health for the caster/Damage: 85 (Body)	14
28	Major Essence Consumption	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 50% of damage done as health for the caster/Damage: 104 (Body)	17
35	Increased Essence Consumption	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 50% of damage done as health for the caster/Damage: 128 (Body)	22
45	Superior Essence Consumption	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 60% of damage done as health for the caster/Damage: 164 (Body)	29
50	Essence Devourer	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 60% of damage done as health for the caster/Damage: 179 (Body)	33

Debuff Strength

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Fatigue Body	Enemy	0s/1 minute/5s	1,500 range	-13 Str	3
8	Debilitate Body	Enemy	0s/1 minute/5s	1,500 range	-16 Str	5
12	Weaken Body	Enemy	0s/1 minute/5s	1,500 range	-19 Str	8
17	Deteriorate Body	Enemy	0s/1 minute/5s	1,500 range	-23 Str	10
22	Enfeeble Body	Enemy	0s/1 minute/5s	1,500 range	-27 Str	13
29	Degenerate Body	Enemy	0s/1 minute/5s	1,500 range	-33 Str	18
37	Cripple Body	Enemy	0s/1 minute/5s	1,500 range	-39 Str	23
46	Dilapidate Body	Enemy	0s/1 minute/5s	1,500 range	-46 Str	30

Root

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
6	Lesser Crippling	Enemy	2.5s/13 seconds/0s	1,500 range	-99% (Body)	3
13	Cripple	Enemy	2.5s/23 seconds/0s	1,500 range	-99% (Body)	6
19	Major Crippling	Enemy	2.5s/31 seconds/0s	1,500 range	-99% (Body)	9
26	Greater Crippling	Enemy	2.5s/41 seconds/0s	1,500 range	-99% (Body)	12
31	Leg Twist	Enemy	2.5s/48 seconds/0s	1,500 range	-99% (Body)	15
40	Greater Leg Twist	Enemy	2.5s/1 minute 1 second/0s	1,500 range	-99% (Body)	20
49	Superior Leg Twisting	Enemy	2.5s/1 minute 13 second/0s	1,500 range	-99% (Body)	25

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Disorientation (Body Specialization)

Debuff Cold Resistance

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
24	Illusions of Winter	Enemy	2s/15 seconds/0s	1,500 range	-15 (Resist Cold)	12
34	Visions of Winter	Enemy	2s/15 seconds/0s	1,500 range	-30 (Resist Cold)	16
46	Dreams of Winter	Enemy	2s/15 seconds/0s	1,500 range	-50 (Resist Cold)	24

Debuff Matter Resistance

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
27	Illusions of the Wastes	Enemy	2s/15 seconds/0s	1,500 range	-15 (Resist Matter)	13
36	Visions of the Wastes	Enemy	2s/15 seconds/0s	1,500 range	-30 (Resist Matter)	18
48	Dreams of the Wastes	Enemy	2s/15 seconds/0s	1,500 range	-50 (Resist Matter)	24

Debuff Heat Resistance

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
23	Illusions of Flame	Enemy	2s/15 seconds/0s	1,500 range	-15 (Resist Heat)	11
33	Visions of Flame	Enemy	0s (2s)/15 seconds/0s	1,500 range	-30 (Resist Heat)	16
44	Dreams of Flame	Enemy	2s/15 seconds/0s	1,500 range	-50 (Resist Heat)	22

Damage

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Lesser Mind Jolt	Enemy	2.8s/0/0s	1,500 range	5 (Body)	2
4	Mind Jolt	Enemy	2.8s/0/0s	1,500 range	20 (Body)	3
8	Lesser Mind Blast	Enemy	2.8s/0/0s	1,500 range	41 (Body)	5
12	Mind Blast	Enemy	2.8s/0/0s	1,500 range	56 (Body)	8
16	Lesser Mind Scream	Enemy	2.8s/0/0s	1,500 range	77 (Body)	10
22	Mind Scream	Enemy	2.8s/0/0s	1,500 range	102 (Body)	13
28	Lesser Mind Shriek	Enemy	2.8s/0/0s	1,500 range	133 (Body)	17
35	Mind Shriek	Enemy	2.8s/0/0s	1,500 range	163 (Body)	22
45	Mind Flay	Enemy	2.8s/0/0s	1,500 range	209 (Body)	29

Debuff Dexterity/Quickness (AoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Minor Imbalance	Enemy	0s/1 minute/5s	1,500 range/350 radius	-18 Dex/Qui	3
7	Lesser Imbalance	Enemy	0s/1 minute/5s	1,500 range/350 radius	-22 Dex/Qui	6
15	Imbalance	Enemy	0s/1 minute/5s	1,500 range/350 radius	-33 Dex/Qui	12
21	Greater Imbalance	Enemy	0s/1 minute/5s	1,500 range/350 radius	-39 Dex/Qui	17
29	Major Imbalance	Enemy	0s/1 minute/5s	1,500 range/350 radius	-49 Dex/Qui	24
37	Critical Imbalance	Enemy	0s/1 minute/5s	1,500 range/350 radius	-58 Dex/Qui	31
47	Superior Imbalance	Enemy	0s/1 minute/5s	1,500 range/350 radius	-70 Dex/Qui	40

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Root

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
20	Lesser Body Lock	Enemy	2.5s/36 seconds/0s	1,500 range	-99% (Body)	12

Root (AoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
30	Body Lock	Enemy	2.5s/49 seconds/0s	1,500 range/350 radius	-99% (Body)	19
39	Greater Body Lock	Enemy	2.5s/1 minute/0s	1,500 range/350 radius	-99% (Body)	25
49	Superior Body Lock	Enemy	2.5s/1 minute 13 seconds/0s	1,500 range/350 radius	-99% (Body)	32

Matter (Baseline)

Absorb

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
30	Dampening Ward	Self	3.0s/20 minutes/0s	—	5% abs	19
41	Nullifying Ward	Self	3.0s/20 minutes/0s	—	10% abs	26

Shield (AF)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Ward Blow	Self	4.0s/20 minutes/0s	—	13 af	2
4	Fend Blow	Self	4.0s/20 minutes/0s	—	27 af	3
6	Dampen Blow	Self	4.0s/20 minutes/0s	—	37 af	4
9	Deflect Blow	Self	4.0s/20 minutes/0s	—	51 af	6
14	Ward Offense	Self	4.0s/20 minutes/0s	—	75 af	9
20	Fend Offense	Self	4.0s/20 minutes/0s	—	104 af	12
28	Dampen Offense	Self	4.0s/20 minutes/0s	—	143 af	17
38	Deflect Offense	Self	4.0s/20 minutes/0s	—	191 af	24
48	Nullify Offense	Self	4.0s/20 minutes/0s	—	250 af	31

Damage over Time

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Corrosive Mist	Enemy	3.0s/20 seconds/0s	1,500 range	4 dmg/tick	2
3	Corrosive Fog	Enemy	3.0s/20 seconds/0s	1,500 range	6 dmg/tick	3
5	Corrosive Cloud	Enemy	3.0s/20 seconds/0s	1,500 range	9 dmg/tick	4
7	Corrosive Smoke	Enemy	3.0s/20 seconds/0s	1,500 range	13 dmg/tick	5
10	Dissolving Mist	Enemy	3.0s/20 seconds/0s	1,500 range	17 dmg/tick	6
13	Dissolving Fog	Enemy	3.0s/20 seconds/0s	1,500 range	23 dmg/tick	8
16	Dissolving Cloud	Enemy	3.0s/20 seconds/0s	1,500 range	29 dmg/tick	10
21	Dissolving Smoke	Enemy	3.0s/20 seconds/0s	1,500 range	37 dmg/tick	13
27	Disintegrating Fog	Enemy	3.0s/20 seconds/0s	1,500 range	49 dmg/tick	17
35	Disintegrating Cloud	Enemy	3.0s/20 seconds/0s	1,500 range	63 dmg/tick	22
44	Disintegrating Smoke	Enemy	3.0s/20 seconds/0s	1,500 range	79 dmg/tick	28

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Bladeturn

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
19	Barrier of Warding	Self	4.0s/20 minutes/0s	—	Bladeturn (0)	8%

Debuff Dexterity

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
8	Mystic Web	Enemy	0s/1 minute/5s	1,500 range	-16 Dex	5
12	Mystic Trap	Enemy	0s/1 minute/5s	1,500 range	-19 Dex	6
17	Mystic Net	Enemy	0s/1 minute/5s	1,500 range	-23 Dex	9
23	Magical Web	Enemy	0s/1 minute/5s	1,500 range	-28 Dex	11
29	Magical Trap	Enemy	0s/1 minute/5s	1,500 range	-33 Dex	14
36	Magical Net	Enemy	0s/1 minute/5s	1,500 range	-38 Dex	17
46	Sorcerous Web	Enemy	0s/1 minute/5s	1,500 range	-46 Dex	22

Telekinesis (Matter Specialization)

Damage over Time

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Lesser Abrasive Force	Enemy	3.0s/24 seconds/0s	1,500 range	2 dmg/tick	2
3	Abrasive Force	Enemy	3.0s/24 seconds/0s	1,500 range	6 dmg/tick	3
5	Lesser Grinding Force	Enemy	3.0s/24 seconds/0s	1,500 range	9 dmg/tick	4
7	Grinding Force	Enemy	3.0s/24 seconds/0s	1,500 range	13 dmg/tick	5
10	Lesser Pounding Force	Enemy	3.0s/24 seconds/0s	1,500 range	17 dmg/tick	6
13	Pounding Force	Enemy	3.0s/24 seconds/0s	1,500 range	23 dmg/tick	8
16	Lesser Crushing Force	Enemy	3.0s/24 seconds/0s	1,500 range	29 dmg/tick	10
21	Crushing Force	Enemy	3.0s/24 seconds/0s	1,500 range	37 dmg/tick	13
27	Lesser Pulverizing Force	Enemy	3.0s/24 seconds/0s	1,500 range	49 dmg/tick	17
35	Pulverizing Force	Enemy	3.0s/24 seconds/0s	1,500 range	63 dmg/tick	22
44	Lesser Disintegrating Force	Enemy	3.0s/24 seconds/0s	1,500 range	79 dmg/tick	28
50	Disintegrating Force	Enemy	3.0s/24 seconds/0s	1,500 range	89 dmg/tick	33

Damage and Snare

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
17	Lesser Constricting Jolt	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -35%/Damage: 64 (Matter)	10
24	Constricting Jolt	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -35%/Damage: 88 (Matter)	15
31	Lesser Constricting Force	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -35%/Damage: 112 (Matter)	19
40	Constricting Force	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -35%/Damage: 143 (Matter)	25
49	Major Constricting Blast	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -35%/Damage: 179 (Matter)	32

Debuff Dexterity/Quickness

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Minor Mesh of Force	Enemy	0s/1 minute/5s	1,500 range	-19 Dex/Qui	3
8	Mesh of Force	Enemy	0s/1 minute/5s	1,500 range	-24 Dex/Qui	5
9	Major Mesh of Force	Enemy	0s/1 minute/5s	1,500 range	-25 Dex/Qui	5
14	Minor Net of Force	Enemy	0s/1 minute/5s	1,500 range	-31 Dex/Qui	7
19	Net of Force	Enemy	0s/1 minute/5s	1,500 range	-37 Dex/Qui	9

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Debuff Dexterity/Quickness *Continued*

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
25	Major Net of Force	Enemy	0s/1 minute/5s	1,500 range	-45 Dex/Qui	12
36	Minor Web of Force	Enemy	0s/1 minute/5s	1,500 range	-57 Dex/Qui	17
46	Major Web of Force	Enemy	0s/1 minute/5s	1,500 range	-69 Dex/Qui	22

Debuff Dexterity/Quickness (AoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
15	Constricting Field	Enemy	0s/1 minute/5s	1,500 range/350 radius	-33 Dex/Qui	12
23	Restraining Field	Enemy	0s/1 minute/5s	1,500 range/350 radius	-42 Dex/Qui	19
34	Major Constricting Field	Enemy	0s/1 minute/5s	1,500 range/350 radius	-55 Dex/Qui	28
45	Major Restraining Field	Enemy	0s/1 minute/5s	1,500 range/350 radius	-69 Dex/Qui	38

Cabalist (Mage)

Cabalists are masters of body, matter and spirit magic, capable of creating golems to fight by their side. This is a fun class to play, because you also have direct damage, damage over time, debuff, and lifetap spells. You can hit the enemy quickly, slowly, or simply slow him down for a long, torturous death at the hands of your pet. Debuffing your own damage type is also a huge plus.

Pros: *Can debuff own nukes for crazy damage*

Cons: *Pets make you a target in RvR*

Races Available: *Avalonian, Briton, Half Ogre, Inconnu, Saracen*

Recommended Race: *Inconnu*

Skill Points: *1.0 per level*

Key Attributes:

Intel
Dexterity
Constitution

Specializations:

Matter Manipulation (Matter)
Essence Manipulation (Body Destruction)
Vivication (Spirit Animation)

Armor: Cloth

Master Level Path: Convoker or Stormlord

Tradeskills: Spellcrafting, Tailoring

Misc. Abilities: Quickcast, Sprint

Know Your Role:

Dotter: 49 matter, 22 body

Debuff/nuker: 46 spirit, 28 Body

Pet farmer: 50 matter, 20 spirit

Note

Baseline spells are gained as the character levels, while specialty spells are gained only by spending specialization points in that spell line.

Matter (Baseline)

Absorb

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
30	Dampening Ward	Self	3.0s/20 minutes/0s	—	5% abs	19
41	Nullifying Ward	Self	3.0s/20 minutes/0s	—	10% abs	26

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Shield (AF)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Ward Blow	Self	4.0s/20 minutes/0s	—	13 af	2
4	Fend Blow	Self	4.0s/20 minutes/0s	—	27 af	3
6	Dampen Blow	Self	4.0s/20 minutes/0s	—	37 af	4
9	Deflect Blow	Self	4.0s/20 minutes/0s	—	51 af	6
14	Ward Offense	Self	4.0s/20 minutes/0s	—	75 af	9
20	Fend Offense	Self	4.0s/20 minutes/0s	—	104 af	12
28	Dampen Offense	Self	4.0s/20 minutes/0s	—	143 af	17
38	Deflect Offense	Self	4.0s/20 minutes/0s	—	191 af	24
48	Nullify Offense	Self	4.0s/20 minutes/0s	—	250 af	31

Damage over Time

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Corrosive Mist	Enemy	3.0s/20 seconds/0s	1,500 range	4 dmg/tick	2
3	Corrosive Fog	Enemy	3.0s/20 seconds/0s	1,500 range	6 dmg/tick	3
5	Corrosive Cloud	Enemy	3.0s/20 seconds/0s	1,500 range	9 dmg/tick	4
7	Corrosive Smoke	Enemy	3.0s/20 seconds/0s	1,500 range	13 dmg/tick	5
10	Dissolving Mist	Enemy	3.0s/20 seconds/0s	1,500 range	17 dmg/tick	6
13	Dissolving Fog	Enemy	3.0s/20 seconds/0s	1,500 range	23 dmg/tick	8
16	Dissolving Cloud	Enemy	3.0s/20 seconds/0s	1,500 range	29 dmg/tick	10
21	Dissolving Smoke	Enemy	3.0s/20 seconds/0s	1,500 range	37 dmg/tick	13
27	Disintegrating Fog	Enemy	3.0s/20 seconds/0s	1,500 range	49 dmg/tick	17
35	Disintegrating Cloud	Enemy	3.0s/20 seconds/0s	1,500 range	63 dmg/tick	22
44	Disintegrating Smoke	Enemy	3.0s/20 seconds/0s	1,500 range	79 dmg/tick	28

Bladeturn

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
19	Barrier of Warding	Self	4.0s/20 minutes/0s	—	Bladeturn (0)	8%

Debuff Dexterity

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
8	Mystic Web	Enemy	0s/1 minute/5s	1,500 range	-16 Dex	5
12	Mystic Trap	Enemy	0s/1 minute/5s	1,500 range	-19 Dex	6
17	Mystic Net	Enemy	0s/1 minute/5s	1,500 range	-23 Dex	9
23	Magical Web	Enemy	0s/1 minute/5s	1,500 range	-28 Dex	11
29	Magical Trap	Enemy	0s/1 minute/5s	1,500 range	-33 Dex	14
36	Magical Net	Enemy	0s/1 minute/5s	1,500 range	-38 Dex	17
46	Sorcerous Web	Enemy	0s/1 minute/5s	1,500 range	-46 Dex	22

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Matter Manipulation

Damage over Time

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Lesser Decrepify	Enemy	3.0s/24 seconds/0s	1,500 range	4 dmg/tick	2
3	Decrepify	Enemy	3.0s/24 seconds/0s	1,500 range	6 dmg/tick	3
5	Lesser Deterioration	Enemy	3.0s/24 seconds/0s	1,500 range	9 dmg/tick	4
7	Deterioration	Enemy	3.0s/24 seconds/0s	1,500 range	13 dmg/tick	5
10	Lesser Contamination	Enemy	3.0s/24 seconds/0s	1,500 range	17 dmg/tick	6
13	Contamination	Enemy	3.0s/24 seconds/0s	1,500 range	23 dmg/tick	8
16	Lesser Devolution	Enemy	3.0s/24 seconds/0s	1,500 range	29 dmg/tick	10
18	Puncture Spirit	Enemy	3.0s/24 seconds/0s	1,500 range/350 radius	33 dmg/tick	17
21	Devolution	Enemy	3.0s/24 seconds/0s	1,500 range	37 dmg/tick	13
24	Perforate Spirit	Enemy	3.0s/24 seconds/0s	1,500 range/350 radius	43 dmg/tick	23
27	Lesser Degeneration	Enemy	3.0s/24 seconds/0s	1,500 range	49 dmg/tick	17
29	Bore Spirit	Enemy	3.0s/24 seconds/0s	1,500 range/350 radius	53 dmg/tick	28
35	Degeneration	Enemy	3.0s/24 seconds/0s	1,500 range	63 dmg/tick	22
36	Drill Spirit	Enemy	3.0s/24 seconds/0s	1,500 range/350 radius	65 dmg/tick	36
44	Lesser Delaceration	Enemy	3.0s/24 seconds/0s	1,500 range	79 dmg/tick	28
46	Lance Spirit	Enemy	3.0s/24 seconds/0s	1,500 range/350 radius	83 dmg/tick	47
49	Delaceration	Enemy	3.0s/24 seconds/0s	1,500 range	89 dmg/tick	32

Damage Shield (Focus)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Reflect Attack	Pet	2.5s/6 seconds/0s	1,350 range	Bonus: Damages target for listed damage/Damage: 0.7 DPS	1/pulse
4	Reflect Blow	Pet	2.5s/6 seconds/0s	1,350 range	Bonus: Damages target for listed damage/Damage: 3.0 DPS	3/pulse
6	Reflect Damage	Pet	2.5s/6 seconds/0s	1,350 range	Bonus: Damages target for listed damage/Damage: 4.5 DPS	3/pulse
9	Reflect Offense	Pet	2.5s/6 seconds/0s	1,350 range	Bonus: Damages target for listed damage/Damage: 6.8 DPS	5/pulse
15	Channel Attack	Pet	2.5s/6 seconds/0s	1,350 range	Bonus: Damages target for listed damage/Damage: 10.5 DPS	8/pulse
22	Channel Blow	Pet	2.5s/6 seconds/0s	1,350 range	Bonus: Damages target for listed damage/Damage: 15.1 DPS	11/pulse
30	Channel Damage	Pet	2.5s/6 seconds/0s	1,350 range	Bonus: Damages target for listed damage/Damage: 20.3 DPS	15/pulse
40	Channel Offense	Pet	2.5s/6 seconds/0s	1,350 range	Bonus: Damages target for listed damage/Damage: 27.1 DPS	20/pulse
50	Reflective Backlash	Pet	2.5s/6 seconds/0s	1,350 range	Bonus: Damages target for listed damage/Damage: 33.9 DPS	26/pulse

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Nearsight

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
11	Encrust Eyes	Enemy	2.0s/2 minutes/0s	2,300 range	-25% vision (Matter)	5
19	Obscuring Dust	Enemy	2.0s/2 minutes/0s	2,300 range	-35% vision (Matter)	9
25	Clouded Sight	Enemy	2.0s/2 minutes/0s	2,300 range	-45% vision (Matter)	12
32	Darkened Cloud	Enemy	2.0s/2 minutes/0s	2,300 range	-55% vision (Matter)	16
41	Persistent Obscuration	Enemy	2.0s/2 minutes/0s	2,300 range	-65% vision (Matter)	20

Body Destruction (Baseline)

Lifedrain

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Minor Vitality Drain	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 30% of damage done as health for the caster/Damage: 5 (Body)	2
2	Lesser Vitality Drain	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 30% of damage done as health for the caster/Damage: 9 (Body)	2
3	Vitality Drain	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 30% of damage done as health for the caster/Damage: 13 (Body)	3
5	Greater Vitality Drain	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 30% of damage done as health for the caster/Damage: 21 (Body)	4
7	Major Vitality Drain	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 30% of damage done as health for the caster/Damage: 29 (Body)	5
10	Minor Essence Consumption	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 30% of damage done as health for the caster/Damage: 37 (Body)	6
14	Lesser Essence Consumption	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 30% of damage done as health for the caster/Damage: 52 (Body)	9
18	Essence Consumption	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 40% of damage done as health for the caster/Damage: 68 (Body)	11
23	Greater Essence Consumption	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 40% of damage done as health for the caster/Damage: 85 (Body)	14
28	Major Essence Consumption	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 50% of damage done as health for the caster/Damage: 104 (Body)	17
35	Increased Essence Consumption	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 50% of damage done as health for the caster/Damage: 128 (Body)	22
45	Superior Essence Consumption	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 60% of damage done as health for the caster/Damage: 164 (Body)	29
50	Essence Devourer	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 60% of damage done as health for the caster/Damage: 179 (Body)	33

Debuff Strength

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Fatigue Body	Enemy	0s/1 minute/5s	1,500 range	-13 Str	3
8	Debilitate Body	Enemy	0s/1 minute/5s	1,500 range	-16 Str	5
12	Weaken Body	Enemy	0s/1 minute/5s	1,500 range	-19 Str	8
17	Deteriorate Body	Enemy	0s/1 minute/5s	1,500 range	-23 Str	10
22	Enfeeble Body	Enemy	0s/1 minute/5s	1,500 range	-27 Str	13
29	Degenerate Body	Enemy	0s/1 minute/5s	1,500 range	-33 Str	18
37	Cripple Body	Enemy	0s/1 minute/5s	1,500 range	-39 Str	23
46	Dilapidate Body	Enemy	0s/1 minute/5s	1,500 range	-46 Str	30

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Root

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
6	Lesser Crippling	Enemy	2.5s/13 seconds/0s	1,500 range	-99% (Body)	3
13	Cripple	Enemy	2.5s/23 seconds/0s	1,500 range	-99% (Body)	6
19	Major Crippling	Enemy	2.5s/31 seconds/0s	1,500 range	-99% (Body)	9
26	Greater Crippling	Enemy	2.5s/41 seconds/0s	1,500 range	-99% (Body)	12
31	Leg Twist	Enemy	2.5s/48 seconds/0s	1,500 range	-99% (Body)	15
40	Greater Leg Twist	Enemy	2.5s/1 minute 1 seconds/0s	1,500 range	-99% (Body)	20
49	Superior Leg Twisting	Enemy	2.5s/1 minute 13 seconds/0s	1,500 range	-99% (Body)	25

Essence Manipulation

Lifedrain

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Remove Lifeforce	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 70% of damage done as health for the caster/Damage: 4 (Body)	2
5	Snatch Lifeforce	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 70% of damage done as health for the caster/Damage: 21 (Body)	4
7	Pilfer Lifeforce	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 70% of damage done as health for the caster/Damage: 30 (Body)	5
10	Drain Lifeforce	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 70% of damage done as health for the caster/Damage: 39 (Body)	6
14	Siphon Lifeforce	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 70% of damage done as health for the caster/Damage: 55 (Body)	9
18	Absorb Lifeforce	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 80% of damage done as health for the caster/Damage: 72 (Body)	11
23	Steal Lifeforce	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 80% of damage done as health for the caster/Damage: 90 (Body)	14
28	Seize Lifeforce	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 80% of damage done as health for the caster/Damage: 111 (Body)	17
35	Capture Lifeforce	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 90% of damage done as health for the caster/Damage: 136 (Body)	22
45	Abduct Lifeforce	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 90% of damage done as health for the caster/Damage: 174 (Body)	29

Debuff Combat Speed

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Inflict Malaise	Enemy	0s/33 seconds/5s	1,500 range	-5% slow (Body)	1
8	Inflict Greater Malaise	Enemy	0s/44 seconds/5s	1,500 range	-7% slow (Body)	4
13	Inflict Suffering	Enemy	0s/52 seconds/5s	1,500 range	-8% slow (Body)	6
19	Inflict Greater Suffering	Enemy	0s/1 minute 3 seconds/5s	1,500 range	-10% slow (Body)	9
25	Inflict Misery	Enemy	0s/1 minute 13 seconds/5s	1,500 range	-12% slow (Body)	12
32	Inflict Greater Misery	Enemy	0s/1 minute 26 seconds/5s	1,500 range	-14% slow (Body)	16
39	Inflict Excruciation	Enemy	0s/1 minute 38 seconds/5s	1,500 range	-16% slow (Body)	20
47	Inflict Greater Excruciation	Enemy	0s/1 minute 52 seconds/5s	1,500 range	-19% slow (Body)	24

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Disease

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Cursed Vigor	Enemy	3.0s/1 minute/0s	1,500 range	-7.5%/-15% (Body)	3
11	Weakened Vigor	Enemy	3.0s/1 minute 30 seconds/0s	1,500 range	-7.5%/-15% (Body)	8
22	Damaged Vigor	Enemy	3.0s/2 minutes/0s	1,500 range	-7.5%/-15% (Body)	15
33	Impaired Vigor	Enemy	3.0s/2 minutes 30 seconds/0s	1,500 range	-7.5%/-15% (Body)	21
43	Crippled Vigor	Enemy	3.0s/3 minutes/0s	1,500 range	-7.5%/-15% (Body)	28

Disease (AoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
15	Cursed Spirit	Enemy	3.0s/1 minute 30 seconds/0s	1,500 range/250 radius	-7.5%/-15% (Body)	9
24	Cursed Soul	Enemy	3.0s/2 minutes/0s	1,500 range/300 radius	-7.5%/-15% (Body)	15
34	Cursed Vitality	Enemy	3.0s/2 minute 30 seconds/0s	1,500 range/350 radius	-7.5%/-15% (Body)	21
44	Cursed Essence	Enemy	3.0s/3 minutes/0s	1,500 range/400 radius	-7.5%/-15% (Body)	28

Life Transfer

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Shift Health	Friend	3.0s/0/0s	2,000 range	Bonus: 2 h/Damage: 2	8
6	Shift Vigor	Friend	3.0s/0/0s	2,000 range	Bonus: 3 h/Damage: 3	12
9	Shift Essence	Friend	3.0s/0/0s	2,000 range	Bonus: 4 h/Damage: 4	16
12	Shift Vitality	Friend	3.0s/0/0s	2,000 range	Bonus: 5 h/Damage: 5	21
16	Shift Spirit	Friend	3.0s/0/0s	2,000 range	Bonus: 7 h/Damage: 7	27
21	Transplace Health	Friend	3.0s/0/0s	2,000 range	Bonus: 9 h/Damage: 9	34
27	Transplace Vigor	Friend	3.0s/0/0s	2,000 range	Bonus: 11 h/Damage: 11	41
31	Transplace Essence	Friend	3.0s/0/0s	2,000 range	Bonus: 13 h/Damage: 13	46
36	Transplace Vitality	Friend	3.0s/0/0s	2,000 range	Bonus: 15 h/Damage: 15	51
46	Transplace Spirit	Friend	3.0s/0/0s	2,000 range	Bonus: 19 h/Damage: 19	61

Spirit Animation (Baseline)

Heal Pet

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Mend Simulacrum	Pet	3.0s/0/0s	2,000 range	31h	4
9	Patch Simulacrum	Pet	3.0s/0/0s	2,000 range	51 h	6
13	Repair Simulacrum	Pet	3.0s/0/0s	2,000 range	71 h	8
19	Restore Simulacrum	Pet	3.0s/0/0s	2,000 range	101 h	12
28	Reconstruct Simulacrum	Pet	3.0s/0/0s	2,000 range	146 h	17
35	Reanimate Simulacrum	Pet	3.0s/0/0s	2,000 range	181 h	22
44	Rebuild Simulacrum	Pet	3.0s/0/0s	2,000 range	226 h	28

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Summon

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Amber Simulacrum	Self	6.0s/Until Destroyed/Dispelled/0s	—	Procs stun	25%
7	Ruby Simulacrum	Self	6.0s/Until Destroyed/Dispelled/0s	—	Dmg add/Procs fire DD	25%
12	Sapphire Simulacrum	Self	6.0s/Until Destroyed/Dispelled/0s	—	Procs lifetap	25%
20	Emerald Simulacrum	Self	6.0s/Until Destroyed/Dispelled/0s	—	Procs poison/disease	25%
32	Jade Simulacrum	Self	6.0s/Until Destroyed/Dispelled/0s	—	Dmg shield	25%

Buff Strength

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Strengthen Spirit	Pet	3.0s/20 minutes/0s	1,000 range	+12 Str	2
6	Enhance Spirit	Pet	3.0s/20 minutes/0s	1,000 range	+14 Str	3
11	Imbue Spirit	Pet	3.0s/20 minutes/0s	1,000 range	+18 Str	5
18	Amplify Spirit	Pet	3.0s/20 minutes/0s	1,000 range	+24 Str	8
24	Intensify Spirit	Pet	3.0s/20 minutes/0s	1,000 range	+29 Str	12
31	Magnify Spirit	Pet	3.0s/20 minutes/0s	1,000 range	+34 Str	15
41	Empower Spirit	Pet	3.0s/20 minutes/0s	1,000 range	+42 Str	20

Buff Dexterity

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Improve Dexterity	Pet	3.0s/20 minutes/0s	1,000 range	+13 Dex	2
8	Develop Dexterity	Pet	3.0s/20 minutes/0s	1,000 range	+16 Dex	4
14	Increase Dexterity	Pet	3.0s/20 minutes/0s	1,000 range	+21 Dex	7
21	Enhance Dexterity	Pet	3.0s/20 minutes/0s	1,000 range	+26 Dex	10
33	Amplify Dexterity	Pet	3.0s/20 minutes/0s	1,000 range	+36 Dex	16
38	Augment Dexterity	Pet	3.0s/20 minutes/0s	1,000 range	+40 Dex	19
48	Magnify Dexterity	Pet	3.0s/20 minutes/0s	1,000 range	+48 Dex	24

Vivification

Buff Combat Speed

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Encourage Aggression	Pet	3.5s/20 minutes/0s	1,000 range	Target hasted: 5%	2
8	Enhance Aggression	Pet	3.5s/20 minutes/0s	1,000 range	Target hasted: 7%	5
14	Amplify Aggression	Pet	3.5s/20 minutes/0s	1,000 range	Target hasted: 8%	9
21	Increase Aggression	Pet	3.5s/20 minutes/0s	1,000 range	Target hasted: 10%	13
27	Excite Aggression	Pet	3.5s/20 minutes/0s	1,000 range	Target hasted: 11%	17
32	Magnify Aggression	Pet	3.5s/20 minutes/0s	1,000 range	Target hasted: 13%	20
40	Overcharge Aggression	Pet	3.5s/20 minutes/0s	1,000 range	Target hasted: 15%	25

Buff Strength/Constitution

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Strengthen Golem	Pet	3.0s/20 minutes/0s	1,000 range	+27 Str/Con	9
18	Invigorate Golem	Pet	3.0s/20 minutes/0s	1,000 range	+36 Str/Con	15
29	Fortify Golem	Pet	3.0s/20 minutes/0s	1,000 range	+49 Str/Con	24
39	Empower Golem	Pet	3.0s/20 minutes/0s	1,000 range	+61 Str/Con	33
50	Vivify Golem	Pet	3.0s/20 minutes/0s	1,000 range	+75 Str/Con	43

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Buff Dexterity/Quickness

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
12	Hurry Golem	Pet	3.0s/20 minutes/0s	1,000 range	+28 Dex/Qui	10
19	Animate Golem	Pet	3.0s/20 minutes/0s	1,000 range	+37 Dex/Qui	15
31	Quicken Golem	Pet	3.0s/20 minutes/0s	1,000 range	+51 Dex/Qui	25
41	Accelerate Golem	Pet	3.0s/20 minutes/0s	1,000 range	+63 Dex/Qui	35

Damage Add

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Detect Flaw	Pet	3.0s/20 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 1.2 DPS	1
4	Find Flaw	Pet	3.0s/20 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 1.9 DPS	2
7	Discover Flaw	Pet	3.0s/20 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 2.6 DPS	4
10	Expose Flaw	Pet	3.0s/20 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 3.3 DPS	4
15	Pinpoint Flaw	Pet	3.0s/20 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 4.5 DPS	7
20	Illuminate Flaw	Pet	3.0s/20 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 5.7 DPS	9
26	Unveil Flaw	Pet	3.0s/20 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 7.2 DPS	12
34	Pierce Flaw	Pet	3.0s/20 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 9.1 DPS	16
44	Exploit Flaw	Pet	3.0s/20 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 11.5 DPS	22

Snare

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
23	Constrict Spirit	Enemy	2.5s/1 minute 10 seconds/0s	1,500 range	-40% (Spirit)	14

Snare (AoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
30	Encase Spirit	Enemy	2.5s/1 minute 22 seconds/0s	1,500 range/350 radius	-40% (Spirit)	19
38	Imprison Spirit	Enemy	2.5s/1 minute 36 seconds/0s	1,500 range/350 radius	-40% (Spirit)	24
48	Shackle Spirit	Enemy	2.5s/1 minute 54 seconds/0s	1,500 range/350 radius	-40% (Spirit)	31

Reclaim Pet

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Convert Spirit	Pet	3.0s/0/0s	1,000 range	—	5%

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Debuff Body Resistance

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
22	Diminish Immunities	Enemy	2.0s/8 seconds/0s	1,500 range	-15 (Resist Body)	10
33	Dissipate Immunities	Enemy	2.0s/8 seconds/0s	1,500 range	-30 (Resist Body)	16
46	Banish Immunities	Enemy	0s/8 seconds/0s	1,500 range	-50 (Resist Body)	24

Debuff Spirit Resistance

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
24	Diminish Will	Enemy	2.0s/15 seconds/0s	1,500 range	-15 (Resist Spirit)	12
36	Dissipate Will	Enemy	2.0s/15 seconds/0s	1,500 range	-30 (Resist Spirit)	18
47	Banish Will	Enemy	2.0s/15 seconds/0s	1,500 range	-50 (Resist Spirit)	24

Debuff Energy Resistance

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
28	Diminish Conductivity	Enemy	2.0s/15 seconds/0s	1,500 range	-15 (Resist Energy)	13
37	Dissipate Conductivity	Enemy	2.0s/15 seconds/0s	1,500 range	-30 (Resist Energy)	18
49	Banish Conductivity	Enemy	2.0s/15 seconds/0s	1,500 range	-50 (Resist Energy)	25

Buff Movement Speed

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
25	Tracker Enhancement	Pet	3.0s/20 minutes/0s	1,500 range	Target speed increase: 120%	15
35	Chaser Enhancement	Pet	3.0s/20 minutes/0s	1,500 range	Target speed increase: 140%	22
45	Pursuer Enhancement	Pet	3.0s/20 minutes/0s	1,500 range	Target speed increase: 160%	29

Necromancer (Disciple)

The Necromancer is the end-all, be-all PvE class. Master levels? Who needs 'em when your fully buffed death servant can solo just about any mob in the game with the help of a Cleric and a powerfont. The only downside of the Necromancer is less than stellar pet pathing that leads to a diminished role in RvR. Deathsight, however is a great spec for those who enjoy RvRing with a hard-tethered pet class.

Pros: *Amazing farming class, great against tanks*

Cons: *Horrible pet pathing, very weak to spells*

Races Available: *Briton, Inconnu, Saracen*

Recommended Race: *Inconnu*

Skill Points: *1.0 per level*

Key Attributes (Caster/Shade):

Intel
Dexterity

Key Attributes (Pet):

Dexterity
Strength
Quickness
Constitution
Base Armor

Specializations:

Deathsight Mastery (Deathsight)

Painworking Mastery (Painworking)

Death Servant Mastery (Death Servant)

Armor: Cloth

Master Level Path: Convoker or Stormlord

Tradeskills: Spellcrafting, Tailoring

Misc. Abilities: Sprint

Know Your Role:

Farmer/power leveler (with buffs): 44 servant, 25 deathsight, 18 painworking

RvR (or without buffs): 48 deathsight, 24 servant

Hybrid: 39 deathsight, 37 servant

Note

Baseline spells are gained as the character levels, while specialty spells are gained only by spending specialization points in that spell line.

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Deathsight (Baseline)

Lifedrain

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Health Evacuation	Enemy	0s (3.0s)/0/0s	1,500 range	Bonus: Returns 30% of damage done as health for the caste/Damage: 5 (Spirit)	2
4	Life Evacuation	Enemy	0s (3.0s)/0/0s	1,500 range	Bonus: Returns 30% of damage done as health for the caste/Damage: 17 (Spirit)	3
8	Spirit Evacuation	Enemy	0s (3.0s)/0/0s	1,500 range	Bonus: Returns 30% of damage done as health for the caste/Damage: 33 (Spirit)	5
13	Soul Evacuation	Enemy	0s (3.0s)/0/0s	1,500 range	Bonus: Returns 30% of damage done as health for the caste/Damage: 49 (Spirit)8	
19	Vitality Theft	Enemy	0s (3.0s)/0/0s	1,500 range	Bonus: Returns 40% of damage done as health for the caste/Damage: 73 (Spirit)	12
25	Theft of Vigor	Enemy	0s (3.0s)/0/0s	1,500 range	Bonus: Returns 40% of damage done as health for the caste/Damage: 92 (Spirit)	15
32	Theft of Vim	Enemy	0s (3.0s)/0/0s	1,500 range	Bonus: Returns 50% of damage done as health for the caste/Damage: 116 (Spirit)	20
40	Theft of Energy	Enemy	0s (3.0s)/0/0s	1,500 range	Bonus: Returns 50% of damage done as health for the caste/Damage: 143 (Spirit)	25
50	Theft of Liveliness	Enemy	0s (3.0s)/0/0s	1,500 range	Bonus: Returns 60% of damage done as health for the caste/Damage: 179 (Spirit)	33

Buff Dexterity

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Servant of Death	Self	0s (3.0s)/20 minutes/0s	—	+13 Dex	2
7	Agent of Death	Self	0s (3.0s)/20 minutes/0s	—	+16 Dex	4
12	Bringer of Death	Self	0s (3.0s)/20 minutes/0s	—	+21 Dex	7
18	Servant of the Grave	Self	0s (3.0s)/20 minutes/0s	—	+26 Dex	10
26	Agent of the Grave	Self	0s (3.0s)/20 minutes/0s	—	+36 Dex	16
35	Bringer of the Grave	Self	0s (3.0s)/20 minutes/0s	—	+40 Dex	19
45	Death's Calling	Self	0s (3.0s)/20 minutes/0s	—	+48 Dex	24

Debuff Armor

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Glimpse of Fate	Enemy	0s (3.0s)/30 seconds/0s	1,500 range	-12 (Spirit)	2
5	Glimpse of the Inevitable	Enemy	0s (3.0s)/30 seconds/0s	1,500 range	-15 (Spirit)	4
9	Glimpse of the Grave	Enemy	0s (3.0s)/30 seconds/0s	1,500 range	-19 (Spirit)	6
14	Glimpse of Death	Enemy	0s (3.0s)/30 seconds/0s	1,500 range	-24 (Spirit)	9
21	Visions of Fate	Enemy	0s (3.0s)/30 seconds/0s	1,500 range	-31 (Spirit)	13
29	Visions of the Inevitable	Enemy	0s (3.0s)/30 seconds/0s	1,500 range	-39 (Spirit)	18
39	Visions of the Grave	Enemy	0s (3.0s)/30 seconds/0s	1,500 range	-49 (Spirit)	25
49	Visions of Death	Enemy	0s (3.0s)/30 seconds/0s	1,500 range	-59 (Spirit)	32

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Deathsight Mastery

Absorb

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
29	Longing for Death	Friend	0s (3.0s)/10 minutes/0s	1,500 range	3 abs	18
38	Communion with Death	Friend	0s (3.0s)/10 minutes/0s	1,500 range	6 abs	24
48	Intimacy with Death	Friend	0s (3.0s)/10 minutes/0s	1,500 range	9 abs	31

Debuff (Armor)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Figments of Death	Enemy	0s (3.0s)/30 seconds/0s	1,500 range	-32 (Spirit)	4
9	Delusions of Death	Enemy	0s (3.0s)/30 seconds/0s	1,500 range	-51 (Spirit)	6
14	Mirages of Death	Enemy	0s (3.0s)/30 seconds/0s	1,500 range	-75 (Spirit)	9
22	Phantoms of Death	Enemy	0s (3.0s)/30 seconds/0s	1,500 range	-114 (Spirit)	13
30	Apparitions of Death	Enemy	0s (3.0s)/30 seconds/0s	1,500 range	-153 (Spirit)	19
40	Phantasms of Death	Enemy	0s (3.0s)/30 seconds/0s	1,500 range	-201 (Spirit)	25
50	Specters of Death	Enemy	0s (3.0s)/30 seconds/0s	1,500 range	-250 (Spirit)	33

Lifedrain (Instant)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Cry of the Dead	Enemy	3.0s/0/0s	500 range	Bonus: Returns 50% of damage done as health for the caste/Damage: 5 (Spirit)	1
6	Bellow of the Dead	Enemy	3.0s/0/0s	500 range	Bonus: Returns 50% of damage done as health for the caste/Damage: 14 (Spirit)	3
10	Anguish of the Dead	Enemy	3.0s/0/0s	500 range	Bonus: Returns 50% of damage done as health for the caste/Damage: 21 (Spirit)	5
16	Agony of the Dead	Enemy	3.0s/0/0s	500 range	Bonus: Returns 50% of damage done as health for the caste/Damage: 35 (Spirit)	7
23	Pain of the Dead	Enemy	3.0s/0/0s	500 range	Bonus: Returns 50% of damage done as health for the caste/Damage: 48 (Spirit)	10
31	Sorrow of the Dead	Enemy	3.0s/0/0s	500 range	Bonus: Returns 50% of damage done as health for the caste/Damage: 64 (Spirit)	12
39	Shriek of the Dead	Enemy	3.0s/0/0s	500 range	Bonus: Returns 50% of damage done as health for the caste/Damage: 82 (Spirit)	15
47	Scream of the Dead	Enemy	3.0s/0/0s	500 range	Bonus: Returns 50% of damage done as health for the caste/Damage: 98 (Spirit)	17

Powerdrain

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Vigor Vacuum	Enemy	0s (3.0s)/0/0s	1,500 range	5 (Spirit)	2
3	Power Vacuum	Enemy	0s (3.0s)/0/0s	1,500 range	13.6 (Spirit)	3
7	Efficacy Vacuum	Enemy	0s (3.0s)/0/0s	1,500 range	29 (Spirit)	5
12	Puissance Vacuum	Enemy	0s (3.0s)/0/0s	1,500 range	45 (Spirit)	8
18	Energy Vacuum	Enemy	0s (3.0s)/0/0s	1,500 range	68.9 (Spirit)	11
25	Lifeforce Vacuum	Enemy	0s (3.0s)/0/0s	1,500 range	92.7 (Spirit)	15
34	Spirit Vacuum	Enemy	0s (3.0s)/0/0s	1,500 range	124 (Spirit)	21
44	Soul Vacuum	Enemy	0s (3.0s)/0/0s	1,500 range	159.9 (Spirit)	28

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Power Transfer

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Gift of Insight	Friend	0s (3.0s)/0/0s	1,500 range	16 (Spirit)	3
8	Gift of Vim	Friend	0s (3.0s)/0/0s	1,500 range	25 (Spirit)	5
11	Gift of Vision	Friend	0s (3.0s)/0/0s	1,500 range	31 (Spirit)	7
15	Gift of Energy	Friend	0s (3.0s)/0/0s	1,500 range	39 (Spirit)	9
21	Gift of Power	Friend	0s (3.0s)/0/0s	1,500 range	52 (Spirit)	13
28	Gift of Essence	Friend	0s (3.0s)/0/0s	1,500 range	67 (Spirit)	17
35	Gift of Force	Friend	0s (3.0s)/0/0s	1,500 range	81 (Spirit)	22
45	Arawn's Gift	Friend	0s (3.0s)/0/0s	1,500 range	102 (Spirit)	29

Death Servant (Baseline)

Buff Strength

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Strength of the Dead	Self	3.0s/20 minutes/0s	—	+12 Str	2
6	Tenacity of the Dead	Self	3.0s/20 minutes/0s	—	+14 Str	3
11	Fortitude of the Dead	Self	3.0s/20 minutes/0s	—	+18 Str	5
16	Brawn of the Dead	Self	3.0s/20 minutes/0s	—	+24 Str	8
23	Vigor of the Dead	Self	3.0s/20 minutes/0s	—	+29 Str	12
31	Fervor of the Dead	Self	3.0s/20 minutes/0s	—	+34 Str	15
41	Might of the Dead	Self	3.0s/20 minutes/0s	—	+42 Str	20

Heal over Time

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Regenerate Flesh	Self	3.0s/15 seconds/0s	—	4	2
5	Regenerate Blood	Self	3.0s/15 seconds/0s	—	9	4
10	Flesh of the Living	Self	3.0s/15 seconds/0s	—	16	6
17	Regenerate Muscle	Self	3.0s/15 seconds/0s	—	27	10
25	Incorporate the Living	Self	3.0s/15 seconds/0s	—	39	15
33	Regenerate Body	Self	3.0s/15 seconds/0s	—	51	21
40	Dead Flesh Living	Self	3.0s/15 seconds/0s	—	61	25
50	Imbue the Abyss	Self	3.0s/15 seconds/0s	—	76	33

Summon Spirit

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Call Minor Zombie Servant	Self	20.0s/Until Destroyed/Dispelled/0s	—	2 (Spirit)	10%
4	Call Lesser Zombie Servant	Self	20.0s/Until Destroyed/Dispelled/0s	—	6 (Spirit)	10%
7	Call Zombie Servant	Self	20.0s/Until Destroyed/Dispelled/0s	—	10 (Spirit)	10%
12	Call Reanimated Servant	Self	20.0s/Until Destroyed/Dispelled/0s	—	17 (Spirit)	10%
20	Call Necroservant	Self	20.0s/Until Destroyed/Dispelled/0s	—	28 (Spirit)	10%
32	Call Greater Necroservant	Self	20.0s/Until Destroyed/Dispelled/0s	—	39 (Spirit)	10%
45	Call Abomination	Self	20.0s/Until Destroyed/Dispelled/0s	—	50 (Spirit)	10%

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Death Servant Mastery

Damage Shield

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Cleaving Guardian	Self	3.0s/30 seconds/0s	—	Bonus: Damages target for listed damage/Damage: 1.0 DPS	2
5	Blades of Wrath	Self	3.0s/30 seconds/0s	—	Bonus: Damages target for listed damage/Damage: 2.6 DPS	4
7	Reaping Shield	Self	3.0s/30 seconds/0s	—	Bonus: Damages target for listed damage/Damage: 3.7 DPS	5
12	Edge of Hatred	Self	3.0s/30 seconds/0s	—	Bonus: Damages target for listed damage/Damage: 5.8 DPS	8
18	Eviscerating Protector	Self	3.0s/30 seconds/0s	—	Bonus: Damages target for listed damage/Damage: 8.9 DPS	11
24	Knives of Death	Self	3.0s/30 seconds/0s	—	Bonus: Damages target for listed damage/Damage: 11.6 DPS	15
32	Flaying Shield	Self	3.0s/30 seconds/0s	—	Bonus: Damages target for listed damage/Damage: 15.3 DPS	20
44	Soul Sundering Aura	Self	3.0s/30 seconds/0s	—	Bonus: Damages target for listed damage/Damage: 21.1 DPS	28

Buff Dexterity/Quickness

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Develop the Servant	Self	3.0s/20 minutes/0s	—	+13 Dex/Qui	4
9	Cultivate the Servant	Self	3.0s/20 minutes/0s	—	+17 Dex/Qui	8
15	Instructing the Servant	Self	3.0s/20 minutes/0s	—	+22 Dex/Qui	12
21	Refining the Servant	Self	3.0s/20 minutes/0s	—	+26 Dex/Qui	17
29	Honing the Servant	Self	3.0s/20 minutes/0s	—	+33 Dex/Qui	24
36	Disciplining the Servant	Self	3.0s/20 minutes/0s	—	+38 Dex/Qui	30
48	Breaking the Servant	Self	3.0s/20 minutes/0s	—	+48 Dex/Qui	41

Damage (Instant)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Tormenting Cackle	Enemy	3.0s/0/0s	500 range	4 (Spirit)	2
3	Torturous Cackle	Enemy	3.0s/0/0s	500 range	10 (Spirit)	3
8	Afflicting Cackle	Enemy	3.0s/0/0s	500 range	24 (Spirit)	5
14	Distressing Cackle	Enemy	3.0s/0/0s	500 range	38 (Spirit)	9
19	Soulbreaking Cackle	Enemy	3.0s/0/0s	500 range	52 (Spirit)	12
25	Sorrowful Cackle	Enemy	3.0s/0/0s	500 range	66 (Spirit)	15
31	Discomforting Cackle	Enemy	3.0s/0/0s	500 range	80 (Spirit)	19
38	Despondent Cackle	Enemy	3.0s/0/0s	500 range	100 (Spirit)	24
45	Dejecting Cackle	Enemy	3.0s/0/0s	500 range	117 (Spirit)	29

Damage (Pet PBAoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
6	Channeled Anger	Enemy	0s (3.0s)/0/0s	350 radius	31 (Spirit)	4
10	Channeled Rage	Enemy	0s (3.0s)/0/0s	350 radius	46 (Spirit)	6
13	Channeled Hatred	Enemy	0s (3.0s)/0/0s	350 radius	62 (Spirit)	8

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Damage (Pet PBAoE) *Continued*

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
17	Channeled Ferocity	Enemy	0s (3.0s)/0/0s	350 radius	81 (Spirit)	10
23	Channeled Savagery	Enemy	0s (3.0s)/0/0s	350 radius	108 (Spirit)	14
30	Channeled Fury	Enemy	0s (3.0s)/0/0s	350 radius	137 (Spirit)	19
37	Channeled Wrath	Enemy	0s (3.0s)/0/0s	350 radius	173 (Spirit)	23
47	Channeled Frenzy	Enemy	0s (3.0s)/0/0s	350 radius	219 (Spirit)	30

Painworking (Baseline)

Snare

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Crippling Pain	Enemy	0s (2.5s)/12 seconds/0s	1,500 range	-50% (Spirit)	2
5	Exhausting Pain	Enemy	0s (2.5s)/16 seconds/0s	1,500 range	-50% (Spirit)	4
8	Disabling Pain	Enemy	0s (2.5s)/20 seconds/0s	1,500 range	-50% (Spirit)	5
12	Constricting Pain	Enemy	0s (2.5s)/25 seconds/0s	1,500 range	-50% (Spirit)	8
16	Deadening Pain	Enemy	0s (2.5s)/30 seconds/0s	1,500 range	-50% (Spirit)	10
22	Enfeebling Pain	Enemy	0s (2.5s)/38 seconds/0s	1,500 range	-50% (Spirit)	13
30	Debilitating Pain	Enemy	0s (2.5s)/49 seconds/0s	1,500 range	-50% (Spirit)	19
39	Weakening Pain	Enemy	0s (2.5s)/1 minute/0s	1,500 range	-50% (Spirit)	25
49	Dispiriting Pain	Enemy	0s (2.5s)/13 seconds/0s	1,500 range	-50% (Spirit)	32

Cure Mesmerize (Pet)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
25	Dead Awakening	Pet	2.0s/0/0s	1,000 range	—	6

Debuff Constitution

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Accentuate Pain	Enemy	0s/30 seconds/0s	1,500 range	-10 Con	1
4	Heighten Pain	Enemy	0s/30 seconds/0s	1,500 range	-13 Con	3
7	Boost Pain	Enemy	0s/30 seconds/0s	1,500 range	-15 Con	4
11	Intensify Pain	Enemy	0s/30 seconds/0s	1,500 range	-18 Con	6
17	Enhance Pain	Enemy	0s/30 seconds/0s	1,500 range	-23 Con	9
23	Aggravate Pain	Enemy	0s/30 seconds/0s	1,500 range	-28 Con	11
29	Magnify Pain	Enemy	0s/30 seconds/0s	1,500 range	-33 Con	14
36	Sharpen Pain	Enemy	0s/30 seconds/0s	1,500 range	-38 Con	17
46	Exacerbate Pain	Enemy	0s/30 seconds/0s	1,500 range	-46 Con	22

Concentration (Instant)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Facilitate Painworking	Self	0s/6 seconds/30s	—	(Spirit)	0

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Painworking Mastery

Buff Strength/Constitution

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
9	Proficiency of Pain	Self	0s (3.0s)/20 minutes/0s	1,000 range	+17 Str/Con	8
14	Adept of Pain	Self	0s (3.0s)/20 minutes/0s	1,000 range	+21 Str/Con	11
17	Endowment of Pain	Self	0s (3.0s)/20 minutes/0s	1,000 range	+23 Str/Con	14
24	Aptitude for Pain	Self	0s (3.0s)/20 minutes/0s	1,000 range	+29 Str/Con	19
32	Expert of Pain	Self	0s (3.0s)/20 minutes/0s	1,000 range	+35 Str/Con	26
42	Command of Pain	Self	0s (3.0s)/20 minutes/0s	1,000 range	+43 Str/Con	35

Snare (AoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Vortex of Anguish	Enemy	0s (3.0s)/8 seconds/0s	1,500 range/350 radius	-50% (Spirit)	4
10	Vortex of Misery	Enemy	0s (3.0s)/9 seconds/0s	1,500 range/350 radius	-50% (Spirit)	6
15	Vortex of Wretchedness	Enemy	0s (3.0s)/10 seconds/0s	1,500 range/350 radius	-50% (Spirit)	9
22	Vortex of Suffering	Enemy	0s (3.0s)/11 seconds/0s	1,500 range/350 radius	-50% (Spirit)	13
30	Vortex of Grief	Enemy	0s (3.0s)/12 seconds/0s	1,500 range/350 radius	-50% (Spirit)	19
39	Vortex of Rue	Enemy	0s (3.0s)/13 seconds/0s	1,500 range/350 radius	-50% (Spirit)	25
49	Vortex of Agony	Enemy	0s (3.0s)/15 seconds/0s	1,500 range/350 radius	-50% (Spirit)	32

Debuff Strength/Constitution (AoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Shroud of Affliction	Enemy	0s (0s)/30 seconds/0s	1,500 range/350 radius	-16 Str/Con	3
6	Shroud of Pain	Enemy	0s (0s)/30 seconds/0s	1,500 range/350 radius	-21 Str/Con	5
11	Shroud of Agony	Enemy	0s (0s)/30 seconds/0s	1,500 range/350 radius	-27 Str/Con	9
18	Shroud of Injury	Enemy	0s (0s)/30 seconds/0s	1,500 range/350 radius	-36 Str/Con	15
25	Shroud of Misery	Enemy	0s (0s)/30 seconds/0s	1,500 range/350 radius	-45 Str/Con	20
33	Shroud of Woe	Enemy	0s (0s)/30 seconds/0s	1,500 range/350 radius	-54 Str/Con	27
43	Shroud of Torture	Enemy	0s (0s)/30 seconds/0s	1,500 range/350 radius	-66 Str/Con	36

Damage over Time (Pet AoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Billowing Death	Enemy	0s (3.0s)/20 seconds/0s	350 radius	2 dmg/tick	2
4	Expanding Death	Enemy	0s (3.0s)/20 seconds/0s	350 radius	7 dmg/tick	3
8	Flowing Death	Enemy	0s (3.0s)/20 seconds/0s	350 radius	15 dmg/tick	5
12	Exploding Death	Enemy	0s (3.0s)/20 seconds/0s	350 radius	21 dmg/tick	8
16	Unending Death	Enemy	0s (3.0s)/20 seconds/0s	350 radius	29 dmg/tick	10
21	Bloating Death	Enemy	0s (3.0s)/20 seconds/0s	350 radius	37 dmg/tick	13
27	Swelling Death	Enemy	0s (3.0s)/20 seconds/0s	350 radius	49 dmg/tick	17
35	Heightening Death	Enemy	0s (3.0s)/20 seconds/0s	350 radius	63 dmg/tick	22
44	Infinite Death	Enemy	0s (3.0s)/20 seconds/0s	350 radius	79 dmg/tick	28

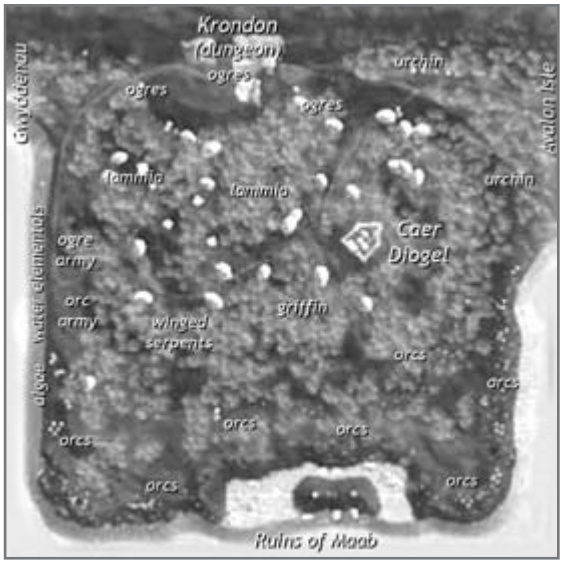
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Damage over Time (Instant)

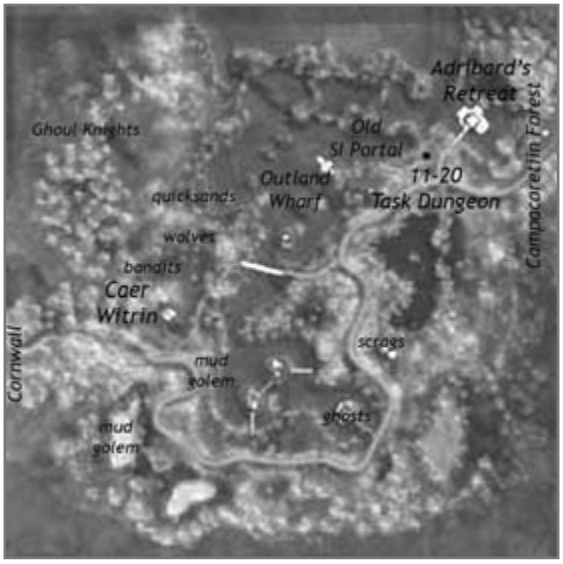
Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Poison Gasp	Enemy	3.0s/20 seconds/0s	500 range	4 dmg/tick	2
7	Poison Wheeze	Enemy	3.0s/20 seconds/0s	500 range	9 dmg/tick	3
13	Poison Breath	Enemy	3.0s/20 seconds/0s	500 range	17 dmg/tick	6
19	Poison Aroma	Enemy	3.0s/20 seconds/0s	500 range	26 dmg/tick	8
26	Poison Gust	Enemy	3.0s/20 seconds/0s	500 range	35 dmg/tick	11
34	Poison Vapor	Enemy	3.0s/20 seconds/0s	500 range	45 dmg/tick	13
41	Poison Exhalation	Enemy	3.0s/20 seconds/0s	500 range	54 dmg/tick	15
50	Poison Wind	Enemy	3.0s/20 seconds/0s	500 range	66 dmg/tick	18

Zones

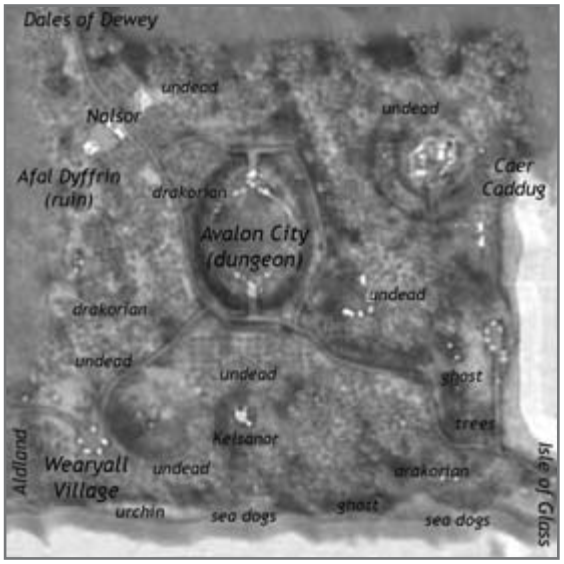
Aldland, Shrouded Isles



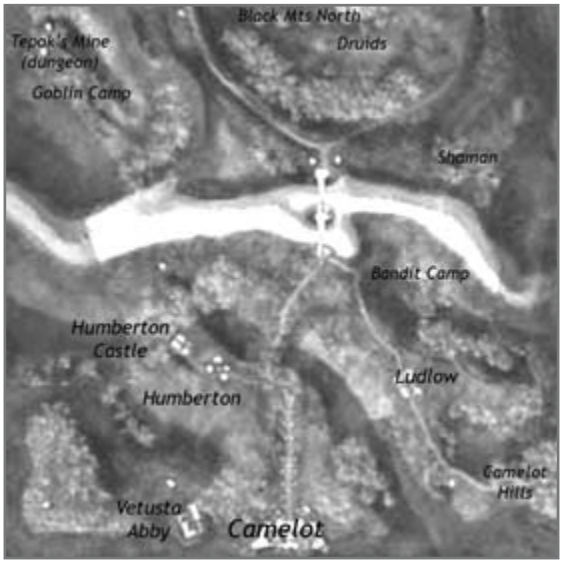
Avalon Marsh



Avalon Isle, Shrouded Isles

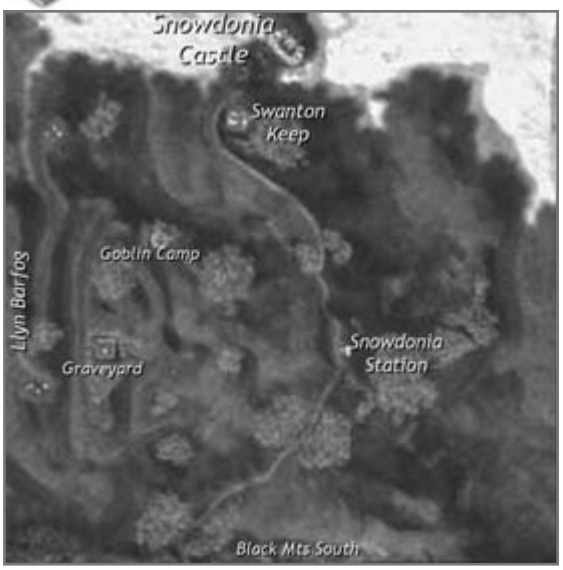


Black Mts. South

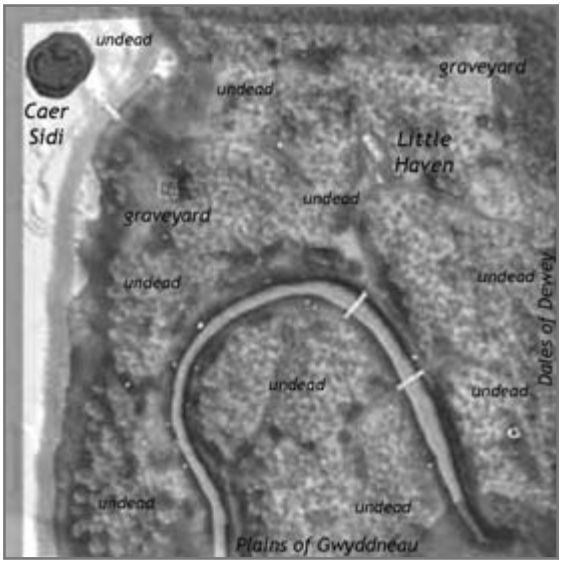


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Black Mts. North



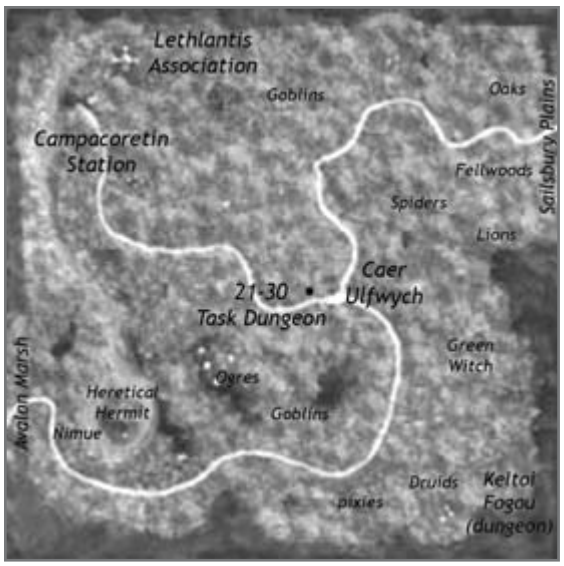
Caldey, Shrouded Isles



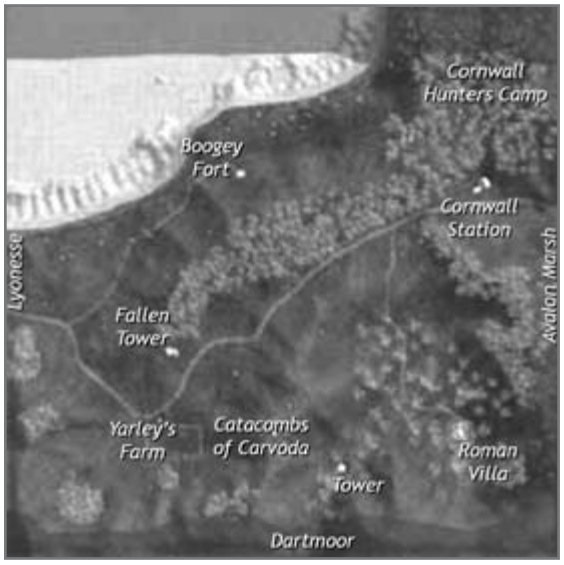
Camelot Hills



Campacoretin Forest



Cornwall



Dales of Devwy, Shrouded Isles



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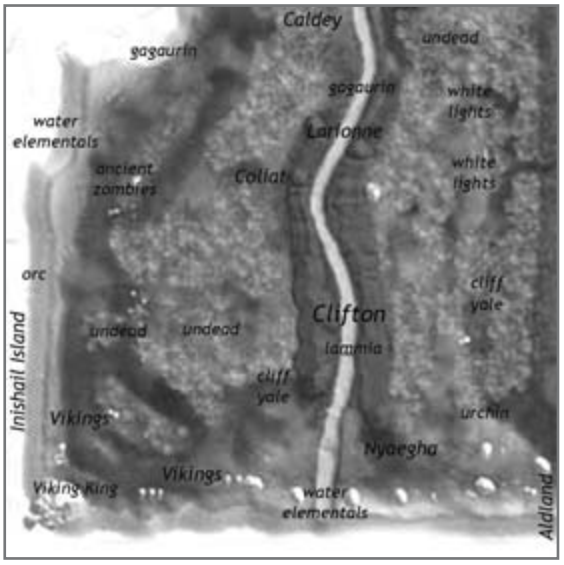
Dartmoor



Inishail Island, Shrouded Isles



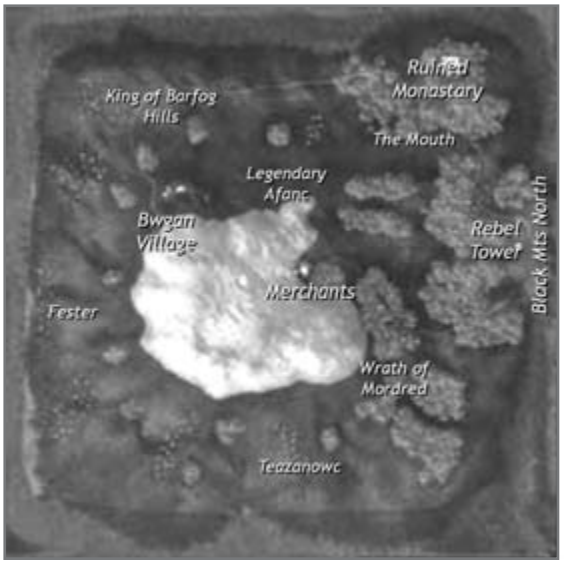
Gwyddneau, Shrouded Isles



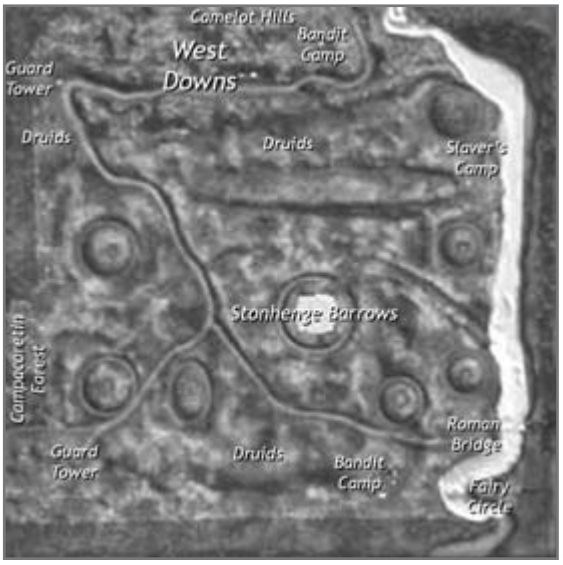
Isle of Glass, Shrouded Isles



Llyn Barfog



Salisbury Plains



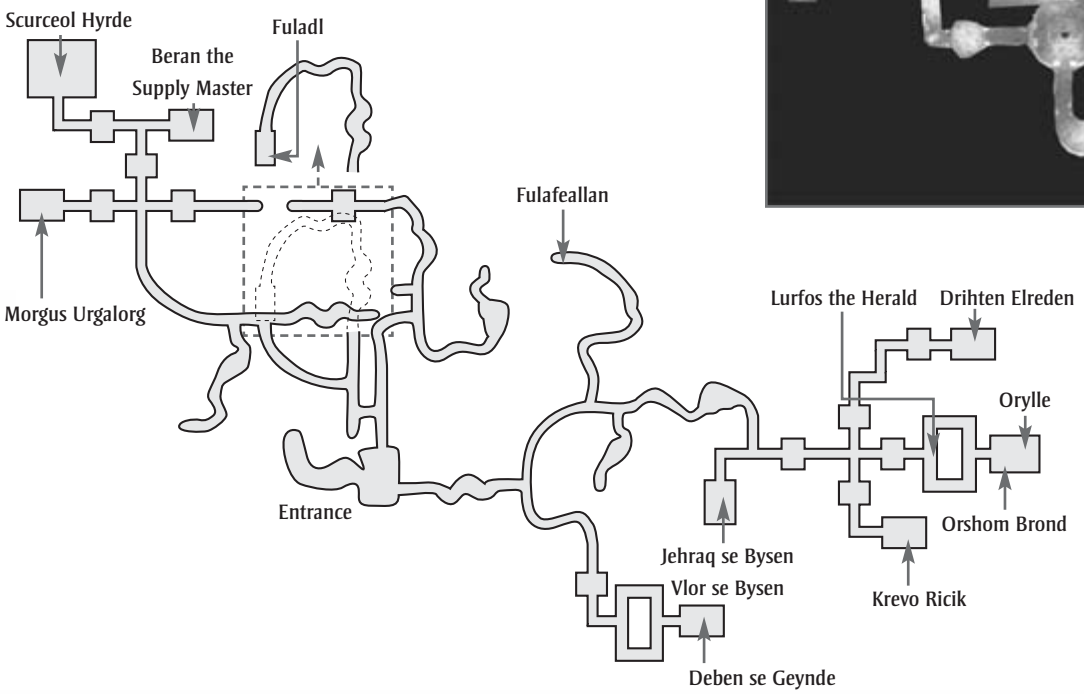
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Dungeons

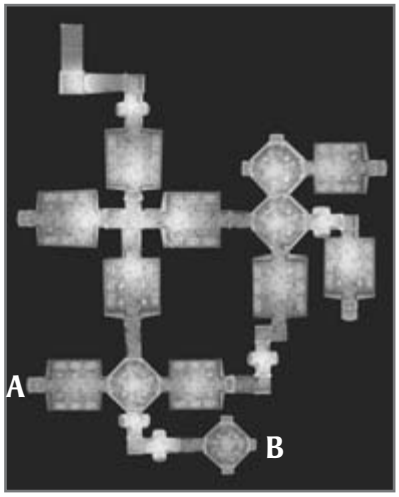
Avalon City, Shrouded Isles



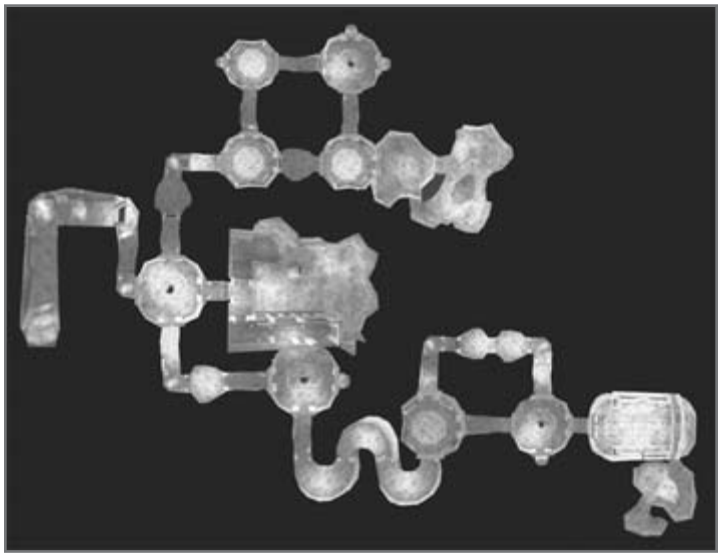
Ogre Citadel, Shrouded Isles



Catacombs of Cardova

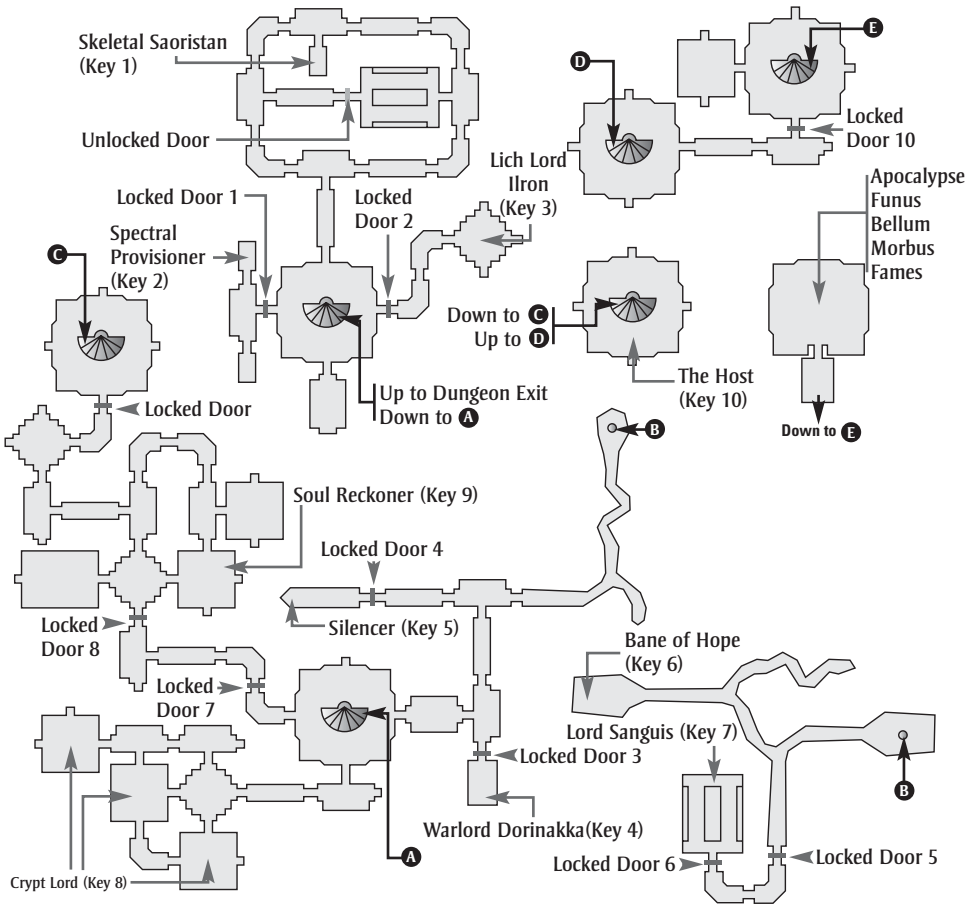


Keltoi Fogue

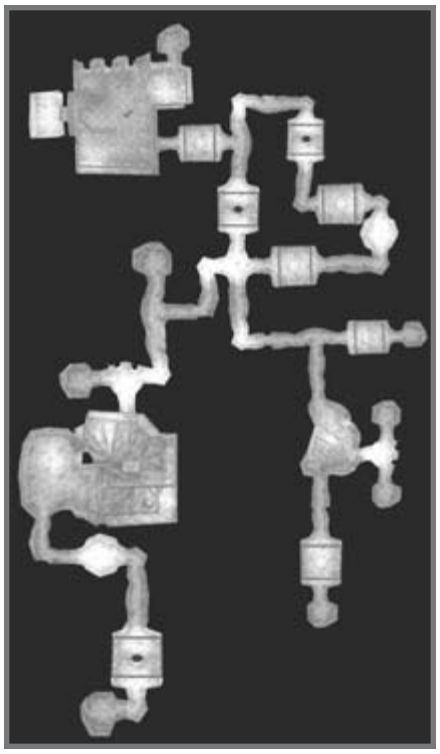


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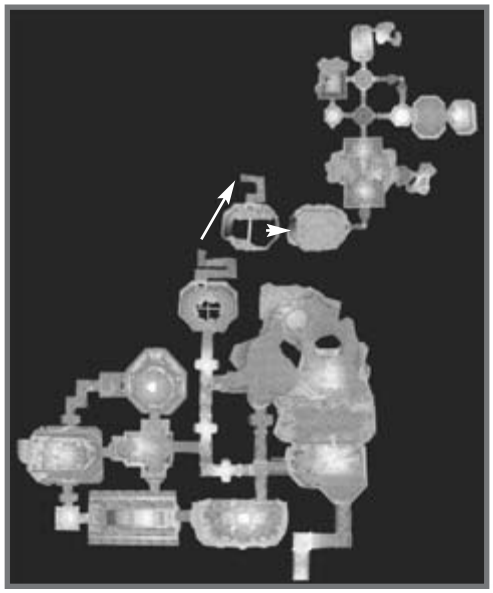
Caer Sidi, Shrouded Isles



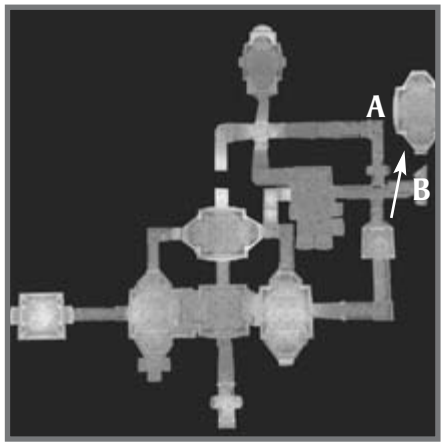
Tepok's Mine



Stonehenge Barrows



Tomb of Mithra



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Realm of Hibernia

Hibernia is a beautiful land where valor and wisdom are equally valued. Their brand of civilization relies less on conquering nature and more on learning what it has to teach.

Races

Celt

The Celts are the humans of Hibernia, a people extremely close to nature and the wild. They often serve as Champions and Rangers in the fight for Hibernia, although a few have some magical affinity as well.

Elf

The Elves, or "sidhe" in their tongue, originate from beyond the Veil, and have recently returned to aid Hibernia in its hour of need, although they are often disdainful of their supposed allies. This is usually tolerated though, as their command of the mystic arts of magic make them ferocious opponents in battle.

Firbolg

Huge humanoid creatures, rumored to be a mix of man and giant, Firbolg are wood-dwelling and are as attuned to nature as Celts, whom they often befriend. Because of their size and strength combined with their empathic connection to the forest, they often make excellent fighters and healers.

Lurikeen

Small and extremely quick and dexterous, the Lurikeen are a magical race that originated from beyond the Veil. They are naturally adept at both the magical and stealthy arts, and their childlike appearance frequently catches their opponents off guard.

Shar

The Queen of the Shar has approached the Hibernians to offer her creatures in their struggle against Albion and Midgard. However, as the Elves well know, the Shar are inherently evil creatures, and do nothing that is good without ulterior motives. In truth, the Queen of the Shar has plans to help Hibernia defeat their enemies, and then, when they are weak, to turn on them and destroy them utterly. However, as the war is going badly, the Celts have argued that they should accept the assistance of the Shar. None but the Elves really know the Shar, and they are watchful and distrustful, but have agreed to this uneasy alliance. With fairly evenly distributed base statistics and high constitution, the Shar are durable and versatile, although they don't excel in any specific area.

Sylvan

The Sylvans are dryad-type creatures that have a faint resemblance to the trees in which they live. Sylvan are part of the natural fabric of HyBrasil in much the same way as the wolves and badgers that inhabit that wooded land of Hibernia. They have allied with the races of Hibernia to combat the threat of the Fomorians, who are ever-encroaching on HyBrasil.

Sylvans are humanoid, with bark-like skin and long, slender appendages. They have leaf-like hair that is colored in appropriately leafy colors: red, green, yellow, and orange.



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Classes

Starting Classes

Guardian

Guardians are the base fighter class in Hibernia where Blademasters, Champions, and Heroes begin. Any Hibernian species may become a Guardian.

Stalkers

Devious little Nightshades and honorable Rangers alike start their careers as Stalkers. Firbolgs need not apply due to their less than stealthy size.

Naturalist

Bards, Druids, and Wardens are born as Naturalists before picking their path to serve Hibernia. Lurikeen and Shar are the only races not allowed in the circle of life.

Magician

Hibernia is the official realm of magic, so it should be no surprise that Magicians are among the more popular starting classes. Every walk of Hibernian life may apply here, except for Firbolgs who aren't very magical in nature. Bainshees, Eldritches, Enchanters, and Mentalists begin here.

Forester

Not quite Naturalists or Guardians, Foresters are a collection of classes that use magic as part of their abilities, but are attuned to their environments as well. Animists, Valewalkers, and Vampiirs start here. Only Celts, Firbolgs, and Sylvans need apply.

Weapon Tables

The following weapons are available to various classes. The level numbers in the tables refer to the level of specialization in that weapon, not the level of the character. Some classes can use a weapon but cannot put specialization points into it. Putting points in parry skill does not produce different styles, however it increases the character's chance to successfully parry.

Blades (Bard, Blademaster, Champion, Hero, Nightshade, Ranger, Warden)

Level	Name	Prereq	Attack	Defense	Fatigue	Damage	Effect
2	Shining Blade	None	None	None	High	High	None
4	Return Blade	You parry (Nightshade: You evade)	Medium Bonus	None	Low	High	Slowed
6	Taunting Blade	None	Medium Bonus	Medium Penalty	Medium	High	Taunt
8	Enervating Blade	None	None	Medium Bonus	Medium	Low	Detaunt
10	Glowing Blade	To side of target	Medium Bonus	None	Medium	High	Hindered
12	Lunging Blade	Return Blade	Medium Bonus	Low Bonus	Medium	High	Bleeding
15	Auroric Blade	Glowing Blade	Medium Bonus	None	Low	High	Slowed
18	Fire Blade	None	Low Bonus	Low Penalty	High	High	None
21	Horizon Blade	You block	Medium Bonus	Low Bonus	Low	High	Stunned
25	Kinetic Blade	Lunging Blade	Medium Bonus	None	Medium	High	None
29	Dancing Blade	Horizon Blade	High Bonus	None	Low	High	Bleeding
34	Revenging Blade	Behind target	Medium Bonus	Medium Penalty	Medium	High	None
39	Spectrum Blade	Fire Blade	Low Bonus	Medium Bonus	Medium	High	Slowed
44	Prismatic Blade	Dancing Blade	Medium Bonus	None	Low	High	None
50	Brilliant Blade	Revenging Blade	Very High Bonus	None	Medium	High	None

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Blunt (Bard, Blademaster, Champion, Hero, Warden)

Level	Name	Prereq	Attack	Defense	Fatigue	Damage	Effect
2	Contusions	None	None	None	High	High	None
4	Bruiser	You block	Medium Bonus	None	Low	High	Stunned
6	Blunt Trauma	None	None	Medium Bonus	Medium	Low	Detaunt
8	Slam	None	Medium Bonus	Medium Penalty	Medium	High	Taunt
10	Side Bash	To side of target	Low Bonus	None	Medium	High	Slowed
12	Impact	Bruiser	Medium Bonus	Low Penalty	Low	High	Bleeding
15	Windfall	Impact	High Bonus	Low Bonus	Low	High	Slowed
18	Force of Might	None	Low Bonus	None	High	High	None
21	Unstoppable Force	Side Bash	Medium Bonus	Low Bonus	Medium	Medium	Hindered
25	Back Crush	Behind target	Medium Bonus	Medium Penalty	Medium	High	None
29	Bone Crusher	Windfall	Medium Bonus	Low Bonus	Low	High	Bleeding
34	Mauler	Unstoppable Force	Medium Bonus	Medium Bonus	Medium	High	No
39	Stunning Blow	You parry	Medium Bonus	Low Bonus	Low	High	Slowed
44	Crushing Blow	Back Crush	Very High Bonus	Low Bonus	Medium	High	None
50	Devastating Blow	Stunning Blow	Medium Bonus	None	Medium	High	Stunned

Recurve Bows (Ranger)

Level	Name	Prereq	Attack	Defense	Fatigue	Damage	Effect
3	Critical Shot I	None	2x Normal	None	None	None	Increased Damage
6	Critical Shot II	None	1.9x Normal	None	None	None	Increased Damage
9	Critical Shot III	None	1.8x Normal	None	None	None	Increased Damage
12	Critical Shot IV	None	1.7x Normal	None	None	None	Increased Damage
15	Critical Shot V	None	1.6x Normal	None	None	None	Increased Damage
18	Critical Shot VI	None	1.5x Normal	None	None	None	Increased Damage
21	Critical Shot VII	None	1.4x Normal	None	None	None	Increased Damage
24	Critical Shot VIII	None	1.3x Normal	None	None	None	Increased Damage
27	Critical Shot IX	None	1.2x Normal	None	None	None	Increased Damage
30	Penetrating Arrow I	None	Normal	None	None	None	Chance to penetrate bladeturn for 50% damage
35	Rapid Fire I	None	Timer-based	None	None	None	Release shot early; Damage % equal to timer %
40	Penetrating Arrow II	None	Normal	None	None	None	Chance to penetrate bladeturn for 75% damage
45	Rapid Fire II	None	Timer-based	None	None	None	Release shot early; Damage % equal to timer %
50	Penetrating Arrow III	None	Normal	None	None	None	Chance to penetrate bladeturn for 100% damage

Celtic Dual (Blademaster, Nightshade, Ranger)

Level	Name	Prereq	Attack	Defense	Fatigue	Damage	Effect
2	Misty Gloom	None	None	None	High	High	None
4	Blinding Rain	You evade	Medium Bonus	None	Low	High	Bleeding
6	Squall	None	Low Bonus	Medium Penalty	Medium	High	Taunt
8	Snow Shower	Behind target	Medium Bonus	None	Medium	High	Hindered
10	Gale	Snow Shower	Medium Bonus	Low Penalty	Low	High	Bleeding
12	Blizzard	Blinding Rain	Medium Bonus	None	Low	High	Slowed
15	Thunderstorm	Snow Shower	Medium Bonus	High Bonus	Low	High	Detaunt
18	Ice Storm	To side of target	Medium Bonus	None	Medium	High	Stunned
21	Hurricane	None	Low Bonus	Medium Penalty	High	High	None

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Level	Name	Prereq	Attack	Defense	Fatigue	Damage	Effect
25	Tornado	You parry (Nightshade: You evade)	High Bonus	Medium Bonus	Low	High	Hindered
29	Tempest	Ice Storm	Medium Bonus	None	Medium	High	Bleeding
34	Meteor Shower	Tornado	Medium Bonus	None	Low	High	None
39	Solar Flare	Hurricane	Low Bonus	Low Bonus	Medium	High	None
44	Twin Star	Meteor Shower	Medium Bonus	None	Medium	High	Bleeding
50	Supernova	Tempest	High Bonus	Low Bonus	Medium	High	Slowed

Celtic Spear (Hero)

Level	Name	Prereq	Attack	Defense	Fatigue	Damage	Effect
2	Hunter's Spear	None	None	None	High	High	None
4	Entrap	You evade	Medium Bonus	None	Low	High	Bleeding
6	Hunter's Boon	Behind target	Medium Bonus	Medium Penalty	Medium	High	Hindered
8	Hunter's Barb	None	None	High Bonus	Medium	None	Detaunt
10	Forest Spear	None	Medium Bonus	Medium Penalty	Medium	High	Taunt
12	Hunter's Largess	Entrap	Medium Bonus	Low Penalty	Medium	High	Slowed
15	Hunter's Lance	None	Medium Bonus	Medium Penalty	High	High	None
18	Javelin	Hunter's Boon	Medium Bonus	None	Medium	High	Bleeding
21	Tracking Spear	You parry	Medium Bonus	Low Bonus	Low	High	Stunned
25	Hunter's Gift	Javelin	High Bonus	Low Bonus	Medium	High	Slowed
29	Hawk's Talon	Tracking Spear	Low Bonus	Low Bonus	Medium	High	None
34	Eagle Talon	None	Low Bonus	None	High	High	None
39	Wyvern Talon	Hawk's Talon	Medium Bonus	None	Medium	High	Bleeding
44	Dragon Talon	To side of target	Medium Bonus	None	Medium	High	None
50	Cuchulain's Revenge	Dragon Talon	High Bonus	None	Medium	High	Bleeding

Critical Strike (Nightshade)

Level	Name	Prereq	Attack	Defense	Fatigue	Damage	Effect
2	Backstab	From Behind target	Medium Bonus	Medium Penalty	Medium	High	Stunned
4	Eviscerate	Backstab	Low Bonus	Low Penalty	Medium	High	Slowed
6	Kidney Rupture	Eviscerate	Low Bonus	Medium Penalty	Low	High	Bleeding
8	Pincer	To side of target	High Bonus	High Penalty	Medium	High	—
10	Backstab II	Behind target	High Bonus	Medium Penalty	High	High	Stunned
12	Hamstring	You evade	Medium Bonus	Medium Bonus	Low	High	Bleeding
15	Thigh Cut	Backstab II	Medium Bonus	Low Penalty	Medium	High	—
18	Garrote	None	Medium Bonus	Medium Penalty	High	High	Hindered
21	Perforate Artery	In front of target	High Bonus	Medium Penalty	Medium	High	Bleeding
25	Achilles' Heel	Garrote	Medium Bonus	None	Medium	High	Slowed
29	Leaper	Hamstring	High Bonus	Low Bonus	Medium	High	Bleeding
34	Creeping Death	Perforate Artery	High Bonus	None	Low	High	Stunned
39	Stunning Stab	Creeping Death	High Bonus	Low Bonus	Low	High	Bleeding
44	Rib Separation	Leaper	High Bonus	None	Low	High	Hindered
50	Ripper	Rib Separation	High Bonus	Low Bonus	Low	High	Bleeding

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Large Weapons (Champion, Hero)

Level	Name	Prereq	Attack	Defense	Fatigue	Damage	Effect
2	Celtic Might	None	None	None	High	High	None
4	Celtic Rage	You parry	Medium Bonus	Low Bonus	Low	High	None
6	Celtic Fury	None	Medium Bonus	Medium Penalty	Medium	High	Taunt
8	Hibernian Wrath	None	None	High Bonus	Medium	Low	Detaunt
10	Hibernian Force	To side of target	Medium Bonus	Low Penalty	Medium	High	Bleeding
12	Hibernian Vigor	Celtic Rage	Medium Bonus	Low Bonus	Medium	High	Stunned
15	Domination	None	Low Bonus	Low Penalty	High	High	None
18	Obliteration	Hibernian Force	Medium Bonus	None	Medium	High	Slowed
21	Frontal Assault	In front of target	Medium Bonus	None	High	High	Hindered
25	Gigantic Blow	Hibernian Vigor	High Bonus	None	Low	High	None
29	Ultimate Recovery	Target parried	Medium Bonus	Low Penalty	Medium	High	Stunned
34	Demolish	Obliteration	High Bonus	Medium Bonus	Medium	High	None
39	Shatter	Target blocked	Medium Bonus	Low Bonus	Medium	High	Bleeding
44	Devastate	Ultimate Recovery	Medium Bonus	High Bonus	Low	High	Slowed
50	Annihilation	Behind target	High Bonus	Medium Penalty	Medium	High	Stunned

Piercing (Blademaster, Champion, Hero, Nightshade, Ranger, Vampiir)

Level	Name	Prereq	Attack	Defense	Fatigue	Damage	Effect
2	Dragonfly	None	None	None	High	High	None
4	Wasp's Sting	Behind target	Medium Bonus	None	Low	High	Bleeding
6	Bumblebee's Sting	None	Medium Bonus	High Penalty	Medium	High	Taunt
8	Hornet's Sting	Wasp's Sting	Medium Bonus	None	Medium	High	Slowed
10	Scorpion	None	None	Medium Bonus	Medium	Low	Detaunt
12	Black Widow	None	Low Bonus	Low Penalty	High	High	None
15	Tarantula	You block (Vampiirs: You parry)	Medium Bonus	Low Bonus	Low	High	Bleeding
18	Sidewinder	Black Widow	Medium Bonus	None	Medium	High	None
21	Copperhead	To side of target	Medium Bonus	Low Penalty	Medium	High	Hindered
25	Diamondback	You evade	Medium Bonus	Medium Bonus	Low	High	Stunned
29	Viper's Bite	Tarantula	Medium Bonus	Medium Bonus	Medium	High	None
34	Asp's Bite	Sidewinder	High Bonus	Medium Bonus	Low	High	Slowed
39	Cobra's Bite	Copperhead	High Bonus	Low Bonus	Low	High	None
44	Dragonspider	Diamondback	Medium Bonus	None	Medium	High	Bleeding
50	Wyvern's Bite	Dragonspider	High Bonus	Low Bonus	Medium	High	Bleeding

Scythe (Valewalker)

Level	Name	Prereq	Attack	Defense	Fatigue	Damage	Effect
2	Reaper	None	None	None	High	High	None
4	Sawgrass	You parry	Low Bonus	None	Low	High	Pierce Armor
6	Taunting Scythe	None	None	Medium Penalty	Medium	High	Taunt
8	Arboreal Fire	You evade	Medium Bonus	None	Low	High	Scythe of Flame
10	Stunning Blade	To side of target	Medium Bonus	None	Medium	High	Stunned
12	Foxfire	Arboreal Fire	High Bonus	None	Low	High	Flickering Flame
15	Thorny Shield	Sawgrass	Low Bonus	High Bonus	Low	High	Thornsprout
18	Winter's Scythe	Stunning Blade	Low Bonus	None	Low	High	Scythe of Ice
21	Grasping Roots	Thorny Shield	Medium Bonus	High Bonus	Low	High	Spray of Needles

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Level	Name	Prereq	Attack	Defense	Fatigue	Damage	Effect
25	Nature's Shield	None	None	None	Medium	Low	Block ranged
29	Blizzard Blade	Winter's Scythe	Medium Bonus	None	Low	High	Frigid Mists
34	Arboreal Shield	None	None	Medium Bonus	Medium	Low	Detaunt
39	Flaming Scythe	Foxfire	High Bonus	None	Low	High	Immolating Sphere
44	Damaging Grasp	Behind target	Medium Bonus	None	Low	High	Stunned
50	Conflagration	Arboreal Shield	Medium Bonus	Medium Penalty	High	High	Direct Damage

Shields (Blademaster, Champion, Hero)

Level	Name	Prereq	Attack	Defense	Fatigue	Damage	Effect
3	Numb	None	None	None	High	High	Stunned
8	Stun	You block	None	None	High	High	Stunned
13	Disable	To side of target	None	None	High	High	Stunned
18	Incapacitate	You block	None	Medium Bonus	High	High	Stunned
23	Paralyze	Behind target	None	None	High	High	Stunned
29	Bash	You block	None	None	High	High	Stunned
35	Mangle	To side of target	None	None	High	High	Stunned
41	Shield Swipe	None	None	Medium Bonus	High	High	AE shield attack
42	Slam	None	None	None	High	High	Stunned
50	Brutalize	You block	None	None	Medium	High	Stunned

Hero (Guardian)

Just as the name implies, Heroes are the backbone of Hibernia, serving their role as heavy tank. Mixing brute strength, advanced weapon styles, and even the power of nature to transform into a stag to heal their wounds, Heroes offer a little extra spice to the otherwise vanilla melee archetype.

Pros: *Great melee fighter who can turn into a stag (usually called a "moose")*

Cons: *No real ranged attacks*

Races Available: *Celt, Firbolg, Lurikeen, Shar, Sylvan*

Recommended Race: *Firbolg*

Skill Points: *2.0 per level*

Key Attributes:

Strength
Constitution
Dexterity
Quickness

Specializations:

Blades
Blunt
Piercing
Celtic spear
Large weapon
Shield
Parry

Armor: Up to and including scale and large shield

Master Level Path: Battlemaster or Warlord

Tradeskills: Armorcrafting, Weaponcrafting

Misc. Abilities:

Sprint
Evade I (3)
Protect I (11)
Protect II (20)
Protect III (27)
Tireless (15)
Intercept (12)
Initiate of the Hunt (15)
Member of the Hunt (25)
Leader of the Hunt (35)
Stocism (35)

Know Your Role:

Spearo: *50 celtic spear, 42 shield, 39 parry*

Large Weapon: *50 large weapon, 42 shield, 39 parry*

Hybrid: *50 large weapon or celtic spear, 42 shield, 39 weapon*

Defensive: *50 weapon, 50 shield, 28 parry*

Two-hander: *50 celtic spear, 50 large weapon, 28 parry*

Blademaster (Guardian)

Hibernia's light tank is the Blademaster, who practices the art of celtic dual. Although Blademasters are restricted to reinforced armor, this class is very resistant to slashing damage, which is one of the most common damage types. Advanced 360 degree evasion is another defensive perk that gives Blademasters a little more flair when they fight.

Pros: Solid, overall melee fighter

Cons: No real ranged attacks

Races Available: Celt, Elf, Firbolg, Shar

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Recommended Race: Celt

Skill Points: 2.0 per level

Key Attributes:

- *Strength*
- *Dexterity*
- *Constitution*
- *Quickness*

Specializations:

- *Blades*
- *Blunt*
- *Celtic dual*
- *Piercing*
- *Shields*
- *Parry*

Armor: Up to and including reinforced and medium shields

Master Level Path: Banelord or Battlemaster

Tradeskills: Armorcrafting, Weaponcrafting

Misc. Abilities:

- *Sprint*
- *Evade I (5)*
- *Evade II (15)*
- *Evade III (25)*
- *Protect I (15)*
- *Protect II (23)*
- *Protect III (32)*
- *Tireless (15)*
- *Intercept (19)*
- *Triple Wield (20)*
- *Prevent Flight (24)*
- *Flurry (30)*
- *Enhanced Evade (35)*
- *Stoicism (35)*

Know Your Role:

Blademaster: *50 blades, 50 celtic dual, 28 parry*

Bluntmaster: *50 blunt, 50 celtic dual, 28 parry*

Piercemaster: *50 piercing, 50 celtic dual, 28 parry*

Champion (Guardian)

Mixing magic with melee, the Champion is a skilled fighter who uses debuff shouts to weaken enemies, making even the most highly buffed opponent feeble. Throw in Banelord powers and the Champion is a force to be reckoned with.

Pros: *Solid melee and great debuffs*

Cons: *Spells use a lot of power*

Races Available: *Celt, Elf, Shar, Lurikeen*

Recommended Race: *Celt*

Skill Points: *2.0 per level*

Key Attributes:

- *Strength*
- *Constitution*
- *Dexterity*
- *Intelligence*

Specializations:

- *Valor*
- *Blades*
- *Blunt*
- *Large weapons*
- *Piercing*
- *Shield*
- *Parry*

Armor: Up to and including scale and medium shield

Master Level Path: Banelord or Battlemaster

Tradeskills: Alchemy, Armorcrafting, Weaponcrafting

Misc. Abilities:

- *Sprint*
- *Evade I (3)*
- *Protect I (15)*
- *Protect II (25)*
- *Tireless (15)*
- *Intercept (18)*

Know Your Role:

Large weapon: *50 valor, 50 large weapon, 28 parry*

Shield: *50 valor, 42 shield, 39 weapon*

Valor

Debuff (Combat Speed)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Minor Demoralization	Enemy	0s/1 minute/20s	1,000 range	-6% slow (Body)	3
8	Lesser Demoralization	Enemy	0s/1 minute/20s	1,000 range	-7% slow (Body)	5
13	Demoralization	Enemy	0s/1 minute/20s	1,000 range	-8% slow (Body)	8
19	Major Demoralization	Enemy	0s/1 minute/20s	1,000 range	-10% slow (Body)	12
27	Greater Demoralization	Enemy	0s/1 minute/20s	1,000 range	-13% slow (Body)	17
36	Superior Demoralization	Enemy	0s/1 minute/20s	1,000 range	-15% slow (Body)	23
48	Ultimate Demoralization	Enemy	0s/1 minute/20s	1,000 range	-19% slow (Body)	31

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Buff (Strength/Constitution)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Vigor of the Champion	Self	3.0s/20 minutes/0s	—	+17 Str/Con	5
10	Strength of the Champion	Self	3.0s/20 minutes/0s	—	+22 Str/Con	8
16	Fortification of the Champion	Self	3.0s/20 minutes/0s	—	+27 Str/Con	13
23	Focus of the Champion	Self	3.0s/20 minutes/0s	—	+35 Str/Con	19
32	Power of the Champion	Self	3.0s/20 minutes/0s	—	+43 Str/Con	26
40	Force of the Champion	Self	3.0s/20 minutes/0s	—	+52 Str/Con	34
50	Might of the Champion	Self	3.0s/20 minutes/0s	—	+62 Str/Con	43

Snare

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
12	Slowness	Enemy	0s/51 seconds/20s	1,500 range	-40% (Spirit)	8
17	Languor	Enemy	0s/59 seconds/20s	1,500 range	-40% (Spirit)	10
22	Lumber	Enemy	0s/8 seconds/20s	1,500 range	-40% (Spirit)	13
32	Sluggishness	Enemy	0s/26 seconds/20s	1,500 range	-40% (Spirit)	20
42	Crawl	Enemy	0s/43 seconds/20s	1,500 range	-40% (Spirit)	27

Damage (Instant)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Blast of Courage	Enemy	0s/0/15s	1,500 range	4 (Body)	2
5	Blast of Bravery	Enemy	0s/0/15s	1,500 range	15 (Body)	4
9	Blast of Boldness	Enemy	0s/0/15s	1,500 range	27 (Body)	6
14	Blast of Galliance	Enemy	0s/0/15s	1,500 range	38 (Body)	9
23	Blast of Defiance	Enemy	0s/0/15s	1,500 range	61 (Body)	14

Debuff (Dexterity/Quickness)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Submission	Enemy	0s/1 minute/20s	1,000 range	-18 Dex/Qui	3
7	Greater Submission	Enemy	0s/1 minute/20s	1,000 range	-22 Dex/Qui	5
11	Surrender	Enemy	0s/1 minute/20s	1,000 range	-27 Dex/Qui	7
15	Greater Surrender	Enemy	0s/1 minute/20s	1,000 range	-33 Dex/Qui	9
20	Capitulation	Enemy	0s/1 minute/20s	1,000 range	-39 Dex/Qui	12
28	Greater Capitulation	Enemy	0s/1 minute/20s	1,000 range	-48 Dex/Qui	17
37	Resignation	Enemy	0s/1 minute/20s	1,000 range	-58 Dex/Qui	23
47	Greater Resignation	Enemy	0s/1 minute/20s	1,000 range	-70 Dex/Qui	30

Debuff (Strength/Constitution)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Debility	Enemy	0s/1 minute/20s	1,000 range	-16 Str/Con	2
6	Greater Debility	Enemy	0s/1 minute/20s	1,000 range	-21 Str/Con	4
10	Atony	Enemy	0s/1 minute/20s	1,000 range	-27 Str/Con	6
16	Greater Atony	Enemy	0s/1 minute/20s	1,000 range	-33 Str/Con	10
24	Enervation	Enemy	0s/1 minute/20s	1,000 range	-43 Str/Con	15
31	Greater Enervation	Enemy	0s/1 minute/20s	1,000 range	-51 Str/Con	19
39	Infirmity	Enemy	0s/1 minute/20s	1,000 range	-61 Str/Con	25
49	Greater Infirmity	Enemy	0s/1 minute/20s	1,000 range	-73 Str/Con	32

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Bard (Naturalist)

The Bard is Hibernia's primary speed class as well as main crowd controller and endurance chanter. Easily distinguished by their instruments, Bards are essential to any group in RvR or PvE. Bards face a duality of roles. In PvE, the Bard's role is exceedingly simple: play an endurance song and toss an occasional heal. But in RvR they must have hair-trigger reflexes to get off the first AoE instant mez. Many Bards are simply botted for PvE, but a talented, high-music Bard is the key component of an RvR team.

Pros: *Highly desired in groups*

Cons: *First to be targeted in RvR*

Races Allowed: *Celt, Firbolg*

Recommended Race: *Celt*

Skill Points: *1.5x per level*

Key Attributes:

- *Dexterity*
- *Charisma*
- *Constitution*

Specializations:

- *Blades*
- *Blunt*
- *Music Specialization (Music)*
- *Nurture Specialization (Nurture)*
- *Regrowth Specialization (Regrowth)*

Armor: Up to and including reinforced and small shield

Master Level Path: Perfecter or Sojourner

Tradeskills: Alchemy, Armorcrafting, Weaponcrafting

Misc. Abilities:

- *Sprint*
- *Evade I (10)*
- *Evade II (25)*
- *Tireless (15)*

Know Your Role:

RvR Bard: *47 music, 43 nurture, 16 regrowth, 5 weapon*

Healing Bard: *43 music, 47 regrowth, 16 nurture*

Note

Baseline spells are gained as the character levels, while specialty spells are gained only by spending specialization points in that spell line.

Music (Baseline)

Mesmerize

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Mesmerizing Melody	Enemy	2.5s/16 seconds/0s	1,500 range	Resist type: Body	2
5	Entrancing Melody	Enemy	2.5s/21 seconds/0s	1,500 range	Resist type: Body	4
10	Paralyzing Melody	Enemy	2.5s/28 seconds/0s	1,500 range	Resist type: Body	6
16	Fascinating Melody	Enemy	2.5s/35 seconds/0s	1,500 range	Resist type: Body	10
21	Mesmerizing Hymn	Enemy	2.5s/42 seconds/0s	1,500 range	Resist type: Body	13
28	Entrancing Hymn	Enemy	2.5s/51 seconds/0s	1,500 range	Resist type: Body	17
36	Paralyzing Hymn	Enemy	2.5s/1 second/0s	1,500 range	Resist type: Body	23
43	Fascinating Hymn	Enemy	2.5s/10 seconds/0s	1,500 range	Resist type: Body	27

Remove Mesmerization

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
24	Clarifying Harmonies	Friend	3.0s/0/0s	1,500 range	—	6%

Amnesia

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Minor Lullaby	Enemy	0s/0/5s	2,300 range	70%	2

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Amnesia (AoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
12	Lesser Lullaby	Enemy	0s/0/10s	2,300 range/100 radius	77%	8
22	Lullaby	Enemy	0s/0/10s	2,300 range/175 radius	84%	13
32	Greater Lullaby	Enemy	0s/0/10s	2,300 range/250 radius	91%	20
42	Superior Lullaby	Enemy	0s/0/10s	2,300 range/325 radius	100%	27

Music Specialization

Damage (Instant)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Concussive Shout	Enemy	0s/0/10s	700 range	4 (Body)	2
4	Concussive Bellow	Enemy	0s/0/10s	700 range	12 (Body)	3
7	Concussive Yell	Enemy	0s/0/10s	700 range	21 (Body)	5
12	Concussive Holler	Enemy	0s/0/10s	700 range	32 (Body)	8
18	Concussive Scream	Enemy	0s/0/10s	700 range	49 (Body)	11
25	Concussive Whoop	Enemy	0s/0/10s	700 range	66 (Body)	15
34	Concussive Shriek	Enemy	0s/0/10s	700 range	89 (Body)	21
44	Concussive Roar	Enemy	0s/0/10s	700 range	114 (Body)	28

Mesmerize (Instant)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
29	Hypnotic Harmony	Enemy	0s/22 seconds/600s	1,500 range	Resist type: Body	18

Mesmerize (AoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
10	Captivate Audience	Enemy	3.0s/28 seconds/0s	1,500 range/350 radius	Resist type: Body	6
16	Captivate Crowd	Enemy	3.0s/35 seconds/0s	1,500 range/350 radius	Resist type: Body	10
21	Captivate Swarms	Enemy	3.0s/42 seconds/0s	1,500 range/350 radius	Resist type: Body	13
28	Captivate Multitude	Enemy	3.0s/51 seconds/0s	1,500 range/350 radius	Resist type: Body	17
36	Captivate Army	Enemy	3.0s/1 minute 1 second/0s	1,500 range/350 radius	Resist type: Body	23
43	Captivate Legions	Enemy	3.0s/1 minute 10 seconds/0s	1,500 range/350 radius	Resist type: Body	27

Mesmerize (AoE, Instant)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
37	Deluding Harmony	Enemy	0s/26 seconds/600s	1,500 range/150 radius	Resist type: Body	23
47	Entrancing Harmony	Enemy	0s/31 seconds/600s	1,500 range/300 radius	Resist type: Body	30

Confusion

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Confounding Cadence	Enemy	3.5s/1 minute/0s	1,350 range	70% (Resist type: Body)	3
8	Befuddling Cadence	Enemy	3.5s/1 minute/0s	1,350 range	85% (Resist type: Body)	5
14	Confusing Cadence	Enemy	3.5s/1 minute/0s	1,350 range	100% (Resist type: Body)	9
20	Mystifying Cadence	Enemy	3.5s/1 minute/0s	1,350 range	15%	12
26	Confounding Ballad	Enemy	3.5s/1 minute/0s	1,350 range	30%	16
32	Befuddling Ballad	Enemy	3.5s/1 minute/0s	1,350 range	45%	20
38	Confusing Ballad	Enemy	3.5s/1 minute/0s	1,350 range	60%	24
48	Mystifying Ballad	Enemy	3.5s/1 minute/0s	1,350 range	75%	31

Resistance (Chant)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
27	Hymn of Soul Guarding	Group	0s/5s per pulse/8s	1,500 range	8% (Resist Body/Spirit/Energy)	0
30	Elemental Guarding Hymn	Group	0s/5s per pulse/8s	1,500 range	8% (Heat/Cold/Matter)	0
46	Hymn of Soul Protection	Group	0s/5s per pulse/8s	1,500 range	16% (Body/Spirit/Energy)	0
49	Elemental Protection Hymn	Group	0s/5s per pulse/8s	1,500 range	16% (Heat/Cold/Matter)	0

Nurture (Baseline)

Shield (AF)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Minor Bark Skin	Friend	3.0s/0/0s	1,000 range	12 af	1 Conc
4	Lesser Bark Skin	Friend	3.0s/0/0s	1,000 range	14 af	2 Conc
6	Bark Skin	Friend	3.0s/0/0s	1,000 range	16 af	2 Conc
9	Major Bark Skin	Friend	3.0s/0/0s	1,000 range	19 af	3 Conc
12	Greater Bark Skin	Friend	3.0s/0/0s	1,000 range	22 af	4 Conc
17	Superior Bark Skin	Friend	3.0s/0/0s	1,000 range	27 af	6 Conc
21	Skin of the Redwood	Friend	3.0s/0/0s	1,000 range	31 af	7 Conc
26	Greater Skin of the Redwood	Friend	3.0s/0/0s	1,000 range	36 af	9 Conc
32	Major Skin of the Redwood	Friend	3.0s/0/0s	1,000 range	42 af	11 Conc
45	Superior Skin of the Redwood	Friend	3.0s/0/0s	1,000 range	55 af	16 Conc

Buff Strength

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Strength of the Oak	Friend	3.0s/0/0s	1,000 range	+12 Str	1 Conc
7	Strength of the Redwood	Friend	3.0s/0/0s	1,000 range	+15 Str	3 Conc
14	Vigor of the Oak	Friend	3.0s/0/0s	1,000 range	+21 Str	5 Conc
20	Vigor of the Redwood	Friend	3.0s/0/0s	1,000 range	+26 Str	7 Conc
30	Force of the Oak	Friend	3.0s/0/0s	1,000 range	+34 Str	11 Conc
41	Force of the Redwood	Friend	3.0s/0/0s	1,000 range	+42 Str	15 Conc
50	Might of the Redwood	Friend	3.0s/0/0s	1,000 range	+50 Str	19 Conc

Buff Dexterity

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
8	Dexterity of the Ferret	Friend	3.0s/0/0s	1,000 range	+16 Dex	3 Conc
13	Dexterity of the Rabbit	Friend	3.0s/0/0s	1,000 range	+20 Dex	5 Conc
19	Dexterity of the Badger	Friend	3.0s/0/0s	1,000 range	+25 Dex	7 Conc
28	Dexterity of the Lynx	Friend	3.0s/0/0s	1,000 range	+32 Dex	10 Conc
38	Dexterity of the Bear	Friend	3.0s/0/0s	1,000 range	+40 Dex	14 Conc
48	Dexterity of the Wolf	Friend	3.0s/0/0s	1,000 range	+48 Dex	18 Conc

Buff Constitution

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Oak's Stoutness	Friend	3.0s/0/0s	1,000 range	+14 Con	2 Conc
11	Oak's Stamina	Friend	3.0s/0/0s	1,000 range	+18 Con	4 Conc
15	Oak's Girth	Friend	3.0s/0/0s	1,000 range	+22 Con	5 Conc
24	Redwood's Stoutness	Friend	3.0s/0/0s	1,000 range	+29 Con	8 Conc
33	Redwood's Stamina	Friend	3.0s/0/0s	1,000 range	+36 Con	12 Conc
43	Redwood's Girth	Friend	3.0s/0/0s	1,000 range	+44 Con	16 Conc

Nurture Specialization

Speed (Song)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Clear Path	Group	3.0s/6 seconds/pulse/0s	2,000 range	Target speed increase: 144%	0
13	Clear Trail	Group	3.0s/6 seconds/pulse/0s	2,000 range	Target speed increase: 159%	0
23	Clear Road	Group	3.0s/6 seconds/pulse/0s	2,000 range	Target speed increase: 174%	0
33	Clear Field	Group	3.0s/6 seconds/pulse/0s	2,000 range	Target speed increase: 189%	0
43	Clear Horizon	Group	3.0s/6 seconds/pulse/0s	2,000 range	Target speed increase: 204%	0

Power Regeneration (Song)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
10	Rhyme of Earth	Group	3.0s/6 seconds/pulse/0s	2,000 range	1	0
21	Rhyme of Nature	Group	3.0s/6 seconds/pulse/0s	2,000 range	2	0
30	Rhyme of the World	Group	3.0s/6 seconds/pulse/0s	2,000 range	3	0
39	Rhyme of the Cosmos	Group	3.0s/6 seconds/pulse/0s	2,000 range	4	0
50	Rhyme of Creation	Group	3.0s/6 seconds/pulse/0s	2,000 range	5	0

Fatigue Regeneration (Song)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Rhythm of Hibernia	Group	3.0s/5 seconds/pulse/0s	2,000 range	1	0
12	Rhythm of Earth	Group	3.0s/5 seconds/pulse/0s	2,000 range	2	0
22	Rhythm of Nature	Group	3.0s/5 seconds/pulse/0s	2,000 range	3	0
32	Rhythm of the World	Group	3.0s/5 seconds/pulse/0s	2,000 range	4	0
42	Rhythm of the Cosmos	Group	3.0s/5 seconds/pulse/0s	2,000 range	5	0

Regrowth (Baseline)

Minor Heal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Minor Revigoration	Friend	2.2s/0/0s	2,000 range	6	1
3	Minor Renewal	Friend	2.2s/0/0s	2,000 range	11	2
5	Minor Revivification	Friend	2.2s/0/0s	2,000 range	16	3
8	Minor Resurgence	Friend	2.2s/0/0s	2,000 range	23	4
11	Minor Revival	Friend	2.2s/0/0s	2,000 range	31	5
14	Minor Regeneration	Friend	2.2s/0/0s	2,000 range	38	6
18	Minor Regrowth	Friend	2.2s/0/0s	2,000 range	48	8
23	Minor Restoration	Friend	2.2s/0/0s	2,000 range	60	10
29	Minor Resuscitation	Friend	2.2s/0/0s	2,000 range	75	12
37	Minor Renascence	Friend	2.2s/0/0s	2,000 range	95	14
47	Minor Apotheosis	Friend	2.2s/0/0s	2,000 range	119	17

Heal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Renewal	Friend	2.8s/0/0s	2,000 range	26	4
6	Revivification	Friend	2.8s/0/0s	2,000 range	36	6
9	Resurgence	Friend	2.8s/0/0s	2,000 range	50	9
12	Revival	Friend	2.8s/0/0s	2,000 range	65	11
16	Regeneration	Friend	2.8s/0/0s	2,000 range	85	15
21	Regrowth	Friend	2.8s/0/0s	2,000 range	109	19
27	Restoration	Friend	2.8s/0/0s	2,000 range	138	25
31	Resuscitation	Friend	2.8s/0/0s	2,000 range	158	28
36	Renascence	Friend	2.8s/0/0s	2,000 range	183	33
46	Apotheosis	Friend	2.8s/0/0s	2,000 range	231	42

Minor Group Heal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
15	Group Revigoration	Group	2.6s/0/0s	2,000 range	33	17
25	Group Regrowth	Group	2.6s/0/0s	2,000 range	53	21
35	Group Renascence	Group	2.6s/0/0s	2,000 range	73	24
45	Group Apotheosis	Group	2.6s/0/0s	2,000 range	93	25

Resurrection

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
10	Minor Reconstitution	Corpse	4.0s/0/0s	1,500 range	Target is resurrected with 0% power and 10 health	0

Regrowth Specialization

Major Heal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Major Resurgence	Friend	3.2s/0/0s	2,000 range	55	6
8	Major Revival	Friend	3.2s/0/0s	2,000 range	82	10
11	Major Regeneration	Friend	3.2s/0/0s	2,000 range	109	13
15	Major Regrowth	Friend	3.2s/0/0s	2,000 range	145	17
20	Major Restoration	Friend	3.2s/0/0s	2,000 range	190	20
26	Major Resuscitation	Friend	3.2s/0/0s	2,000 range	244	26
33	Major Renascence	Friend	3.2s/0/0s	2,000 range	307	32
42	Major Apotheosis	Friend	3.2s/0/0s	2,000 range	387	38

Group Heal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
17	Tones of Health	Group	2.6s/0/0s	2,000 range	109	46
27	Notes of Health	Group	2.4s/0/0s	2,000 range	169	67
37	Tunes of Health	Group	2.2s/0/0s	2,000 range	229	84
47	Chimes of Health	Group	2.0s/0/0s	2,000 range	289	98

Resurrection

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
16	Lesser Reconstitution	Corpse	4.0s/0/0s	1,500 range	Target is resurrected with 10% power and 30% health	0

Cure Poison

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
9	Cure Poison	Friend	3.2s/0/0s	2,000 range	—	6%

Cure Disease

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
7	Cure Disease	Friend	3.2s/0/0s	2,000 range	—	6%

Health Regeneration (Song)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
6	Chant of Healing	Group	3.0s/6 seconds/pulse/0s	2,000 range	6	0
14	Song of Healing	Group	3.0s/6 seconds/pulse/0s	2,000 range	13	0
25	Psalm of Healing	Group	3.0s/6 seconds/pulse/0s	2,000 range	22	0
35	Hymn of Healing	Group	3.0s/6 seconds/pulse/0s	2,000 range	30	0
45	Euphony of Healing	Group	3.0s/6 seconds/pulse/0s	2,000 range	38	0

Druid (Naturalist)

The Druid is the primary buffing and healing class of Hibernia. Druids also have an offensive spell line called nature. With so many useful abilities, it's easy to solo or play in groups. A master level 9 Convoker nature pet is a good friend to have at your side.

Pros: *Great buffs, heals, and nature spells*

Cons: *Not much defense*

Races Available: *Celt, Firbolg, Sylvan*

Recommended Race: *Firbolg*

Skill Points: *1.0 per level*

Key Attributes:

Dexterity

Empathy

Constitution

Specializations:

Nature Affinity Specialization (Nature)

Nurture Specialization (Nurture)

Regrowth Specialization (Regrowth)

Armor: Up to and including scale and small shield

Master Level Path: Convoker or Perfecter

Tradeskills: Armorcrafting, Spellcrafting

Misc. Abilities: Sprint

Know Your Role:

Regrowth/Nature: *40 regrowth, 36 nature*

Regrowth/Nurture: *40 regrowth, 36 nurture*

Buffbot: *50 nurture, 20 nature*

Tri-spec: *36 nature, 30 regrowth, 26 nurture*

Note

Baseline spells are gained as the character levels, while specialty spells are gained only by spending specialization points in that spell line.

Nature Affinity (Baseline)

Damage Add

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Nails of the Wild	Self	3.0s/20 minutes/0s	—	Bonus: Damages target for listed damage/Damage: 1.0 DPS	2
4	Claws of the Wild	Self	3.0s/20 minutes/0s	—	Bonus: Damages target for listed damage/Damage: 1.6 DPS	3
9	Talons of the Wild	Self	3.0s/20 minutes/0s	—	Bonus: Damages target for listed damage/Damage: 2.7 DPS	6
14	Teeth of the Wild	Self	3.0s/20 minutes/0s	—	Bonus: Damages target for listed damage/Damage: 3.7 DPS	9
21	Fangs of the Wild	Self	3.0s/20 minutes/0s	—	Bonus: Damages target for listed damage/Damage: 5.2 DPS	13
27	Pincers of Wild	Self	3.0s/20 minutes/0s	—	Bonus: Damages target for listed damage/Damage: 6.5 DPS	17
36	Stingers of the Wild	Self	3.0s/20 minutes/0s	—	Bonus: Damages target for listed damage/Damage: 8.4 DPS	23
46	Hooks of the Wild	Self	3.0s/20 minutes/0s	—	Bonus: Damages target for listed damage/Damage: 10.5 DPS	30

Root

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Grasping Vines	Enemy	2.5s/7 seconds/0s	1,500 range	-99% (Body)	2
6	Bonding Vines	Enemy	2.5s/13 seconds/0s	1,500 range	-99% (Body)	4
11	Webbing Vines	Enemy	2.5s/20 seconds/0s	1,500 range	-99% (Body)	7
17	Clutching Vines	Enemy	2.5s/28 seconds/0s	1,500 range	-99% (Body)	10

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Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
24	Holding Vines	Enemy	2.5s/38 seconds/0s	1,500 range	-99% (Body)	15
30	Tangling Vines	Enemy	2.5s/47 seconds/0s	1,500 range	-99% (Body)	19
37	Tenacious Vines	Enemy	2.5s/56 seconds/0s	1,500 range	-99% (Body)	23
47	Detaining Vines	Enemy	2.5s/1 minute 10 seconds/0s	1,500 range	-99% (Body)	30

Nature Affinity Specialization

Damage over Time

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Contamination	Enemy	3.0s/24 seconds/0s	1,500 range	9 dmg/tick	4
8	Pollution	Enemy	3.0s/24 seconds/0s	1,500 range	15 dmg/tick	5
11	Moldiness	Enemy	3.0s/24 seconds/0s	1,500 range	19 dmg/tick	7
15	Wither	Enemy	3.0s/24 seconds/0s	1,500 range	27 dmg/tick	9
19	Corruption	Enemy	3.0s/24 seconds/0s	1,500 range	35 dmg/tick	12
24	Blight	Enemy	3.0s/24 seconds/0s	1,500 range	43 dmg/tick	15
30	Dry Rot	Enemy	3.0s/24 seconds/0s	1,500 range	53 dmg/tick	19
35	Dilapidation	Enemy	3.0s/24 seconds/0s	1,500 range	63 dmg/tick	22
41	Degeneration	Enemy	3.0s/24 seconds/0s	1,500 range	73 dmg/tick	26
48	Defedation	Enemy	3.0s/24 seconds/0s	1,500 range	87 dmg/tick	31

Damage Shield

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Briarsprout	Friend	4.0s/0/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 0.9 DPS	1 Conc
6	Pricklesprout	Friend	4.0s/0/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 1.2 DPS	2 Conc
13	Burrsprout	Friend	4.0s/0/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 1.8 DPS	5 Conc
18	Thornsprout	Friend	4.0s/0/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 2.2 DPS	6 Conc
25	Spursprout	Friend	4.0s/0/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 2.9 DPS	9 Conc
34	Thistlesprout	Friend	4.0s/0/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 3.7 DPS	12 Conc
44	Spinesprout	Friend	4.0s/0/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 4.6 DPS	16 Conc

Summon Nature Spirit

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Call Minor Nature Spirit	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	25%
7	Call Lesser Nature Spirit	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	25%
12	Call Nature Spirit	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	25%
20	Call Major Nature Spirit	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	25%
32	Call Greater Nature Spirit	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	25%

Root (AoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Patch of Ivy	Enemy	2.5s/15 seconds/0s	1,500 range/350 radius	-99% (Matter)	3
10	Patch of Vines	Enemy	2.5s/23 seconds/0s	1,500 range/350 radius	-99% (Matter)	6
16	Patch of Tangleweed	Enemy	2.5s/30 seconds/0s	1,500 range/350 radius	-99% (Matter)	10
22	Field of Ivy	Enemy	2.5s/38 seconds/0s	1,500 range/350 radius	-99% (Matter)	13
29	Field of Vines	Enemy	2.5s/47 seconds/0s	1,500 range/350 radius	-99% (Matter)	18
39	Field of Tangleweed	Enemy	2.5s/1 minute/0s	1,500 range/350 radius	-99% (Matter)	25
49	Expanse of Tangleweed	Enemy	2.5s/13 seconds/0s	1,500 range/350 radius	-99% (Matter)	32

Root (Instant)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
28	Sprouting Undergrowth	Enemy	0s/46 seconds/600s	1,500 range	-99% (Matter)	17

Root (AoE, Instant)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
36	Bursting Undergrowth	Enemy	0s/56 seconds/600s	1,500 range/350 radius	-99% (Matter)	23
46	Choking Undergrowth	Enemy	0s/1 minute 9 seconds/600s	1,500 range/350 radius	-99% (Matter)	30

Nurture (Baseline)

Shield (AF)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Minor Bark Skin	Friend	3.0s/0/0s	1,000 range	12 af	1 Conc
4	Lesser Bark Skin	Friend	3.0s/0/0s	1,000 range	14 af	2 Conc
6	Bark Skin	Friend	3.0s/0/0s	1,000 range	16 af	2 Conc
9	Major Bark Skin	Friend	3.0s/0/0s	1,000 range	19 af	3 Conc
12	Greater Bark Skin	Friend	3.0s/0/0s	1,000 range	22 af	4 Conc
17	Superior Bark Skin	Friend	3.0s/0/0s	1,000 range	27 af	6 Conc
21	Skin of the Redwood	Friend	3.0s/0/0s	1,000 range	31 af	7 Conc
26	Greater Skin of the Redwood	Friend	3.0s/0/0s	1,000 range	36 af	9 Conc
32	Major Skin of the Redwood	Friend	3.0s/0/0s	1,000 range	42 af	11 Conc
45	Superior Skin of the Redwood	Friend	3.0s/0/0s	1,000 range	55 af	16 Conc

Buff Strength

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Strength of the Oak	Friend	3.0s/0/0s	1,000 range	+12 Str	1 Conc
7	Strength of the Redwood	Friend	3.0s/0/0s	1,000 range	+15 Str	3 Conc
14	Vigor of the Oak	Friend	3.0s/0/0s	1,000 range	+21 Str	5 Conc
20	Vigor of the Redwood	Friend	3.0s/0/0s	1,000 range	+26 Str	7 Conc
30	Force of the Oak	Friend	3.0s/0/0s	1,000 range	+34 Str	11 Conc
41	Force of the Redwood	Friend	3.0s/0/0s	1,000 range	+42 Str	15 Conc
50	Might of the Redwood	Friend	3.0s/0/0s	1,000 range	+50 Str	19 Conc

Buff Dexterity

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
8	Dexterity of the Ferret	Friend	3.0s/0/0s	1,000 range	+16 Dex	3 Conc
13	Dexterity of the Rabbit	Friend	3.0s/0/0s	1,000 range	+20 Dex	5 Conc
19	Dexterity of the Badger	Friend	3.0s/0/0s	1,000 range	+25 Dex	7 Conc
28	Dexterity of the Lynx	Friend	3.0s/0/0s	1,000 range	+32 Dex	10 Conc
38	Dexterity of the Bear	Friend	3.0s/0/0s	1,000 range	+40 Dex	14 Conc
48	Dexterity of the Wolf	Friend	3.0s/0/0s	1,000 range	+48 Dex	18 Conc

Buff Constitution

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Oak's Stoutness	Friend	3.0s/0/0s	1,000 range	+14 Con	2 Conc
11	Oak's Stamina	Friend	3.0s/0/0s	1,000 range	+18 Con	4 Conc
15	Oak's Girth	Friend	3.0s/0/0s	1,000 range	+22 Con	5 Conc
24	Redwood's Stoutness	Friend	3.0s/0/0s	1,000 range	+29 Con	8 Conc
33	Redwood's Stamina	Friend	3.0s/0/0s	1,000 range	+36 Con	12 Conc
43	Redwood's Girth	Friend	3.0s/0/0s	1,000 range	+44 Con	16 Conc

Nurture Specialization

Buff Combat Speed

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Hunter's Attack	Friend	3.5s/0/0s	1,000 range	Target hasted: 8%	1 Conc
10	Hunter's Blow	Friend	3.5s/0/0s	1,000 range	Target hasted: 10%	4 Conc
20	Hunter's Offense	Friend	3.5s/0/0s	1,000 range	Target hasted: 12%	7 Conc
30	Hunter's Press	Friend	3.5s/0/0s	1,000 range	Target hasted: 15%	11 Conc
40	Hunter's Strike	Friend	3.5s/0/0s	1,000 range	Target hasted: 17%	14 Conc
50	Hunter's Assault	Friend	3.5s/0/0s	1,000 range	Target hasted: 20%	19 Conc

Buff Strength/Constitution

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Strength of the Tree	Friend	3.0s/0/0s	1,000 range	+21 Str/Con	4 Conc
9	Strength of the Thicket	Friend	3.0s/0/0s	1,000 range	+25 Str/Con	6 Conc
13	Strength of the Grove	Friend	3.0s/0/0s	1,000 range	+30 Str/Con	9 Conc
18	Strength of the Orchard	Friend	3.0s/0/0s	1,000 range	+36 Str/Con	12 Conc
25	Strength of the Wood	Friend	3.0s/0/0s	1,000 range	+45 Str/Con	17 Conc
34	Strength of the Forest	Friend	3.0s/0/0s	1,000 range	+55 Str/Con	24 Conc
44	Strength of the Timberland	Friend	3.0s/0/0s	1,000 range	+67 Str/Con	32 Conc

Buff Dexterity/Quickness

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
7	Breeze's Dance	Friend	3.0s/0/0s	1,000 range	+22 Dex/Qui	5 Conc
14	Gust's Dance	Friend	3.0s/0/0s	1,000 range	+31 Dex/Qui	9 Conc
19	Squall's Dance	Friend	3.0s/0/0s	1,000 range	+37 Dex/Qui	13 Conc
29	Storm's Dance	Friend	3.0s/0/0s	1,000 range	+49 Dex/Qui	20 Conc
39	Tornado's Dance	Friend	3.0s/0/0s	1,000 range	+61 Dex/Qui	28 Conc
49	Zephyr's Dance	Friend	3.0s/0/0s	1,000 range	+73 Dex/Qui	36 Conc

Buff Cold Resistance

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
24	Warmth of the Badger	Group	3.0s/10 minutes/0s	1,000 range	8 (Resist Cold)	19
35	Warmth of the Wolf	Group	3.0s/10 minutes/0s	1,000 range	16 (Resist Cold)	29
45	Warmth of the Bear	Group	3.0s/10 minutes/0s	1,000 range	24 (Resist Cold)	38

Buff Heat Resistance

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
23	Strength of the Sun	Group	3.0s/10 minutes/0s	1,000 range	8 (Resist Heat)	19
32	Resilience of the Sun	Group	3.0s/10 minutes/0s	1,000 range	16 (Resist Heat)	26
43	Aura of the Sun	Group	3.0s/10 minutes/0s	1,000 range	24 (Resist Heat)	36

Buff Matter Resistance

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
26	Earth Affinity	Group	3.0s/10 minutes/0s	1,000 range	8 (Resist Matter)	21
38	Earth Bond	Group	3.0s/10 minutes/0s	1,000 range	16 (Resist Matter)	32
48	Earth Union	Group	3.0s/10 minutes/0s	1,000 range	24 (Resist Matter)	41

Buff Shear Acuity

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
32	Intelligence Rupture	Enemy	3.0s/0/0s	1,500 range	2 (Body)	12
42	Intelligence Gut	Ground Target	3.0s/0/0s	1,500 range/150 radius	2 (Body)	16

Buff Shear Dexterity

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
34	Fleetness Disjoin	Enemy	3.0s/0/0s	1,500 range	2 (Body)	12
44	Fleetness Segment	Ground Target	3.0s/0/0s	1,500 range/150 radius	2 (Body)	16

Buff Shear Constitution

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
35	Willpower Dissolve	Enemy	3.0s/0/0s	1,500 range	2 (Body)	12
45	Willpower Dock	Ground Target	3.0s/0/0s	1,500 range/150 radius	2 (Body)	16

Buff Shear Strength/Constitution

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
37	Might Sunder	Enemy	3.0s/0/0s	1,500 range	2 (Body)	12
47	Might Rend	Ground Target	3.0s/0/0s	1,500 range/150 radius	2 (Body)	16

Buff Shear Dexterity/Quickness

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
39	Nimbleness Tear	Enemy	3.0s/0/0s	1,500 range	2 (Body)	12
49	Nimbleness Shear	Ground Target	3.0s/0/0s	1,500 range/150 radius	2 (Body)	16

Shield (Focus)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
47	Nature's Cocoon	Friend	2.0s/0/0s	2,000 range	Realm vs Realm Only	3

PBAoE Buff

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
30	Nature's Enlightenment	Friend	4.0s/10 minutes/0s	1,000 radius	+21 Acuity	10
33	Strength of the Wildwood	Friend	4.0s/10 minutes/0s	1,000 radius	+28 Str/Con	10
38	Hurricane's Dance	Friend	4.0s/10 minutes/0s	1,000 radius	+31 Dex/Qui	20
41	Nature's Sapience	Friend	4.0s/10 minutes/0s	1,000 radius	+26 Acuity	20
43	Strength of the Hinterland	Friend	4.0s/10 minutes/0s	1,000 radius	+35 Str/Con	20
48	Typhoon's Dance	Friend	4.0s/10 minutes/0s	1,000 radius	+35 Dex/Qui	20

Buff Acuity

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
11	Nature's Sight	Friend	3.0s/0/0s	1,000 range	+21 Acuity	0
22	Nature's Wisdom	Friend	3.0s/0/0s	1,000 range	+32 Acuity	0
31	Nature's Sagacity	Friend	3.0s/0/0s	1,000 range	+41 Acuity	0
42	Nature's Vision	Friend	3.0s/0/0s	1,000 range	+52 Acuity	0

Regrowth (Baseline)

Minor Heal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Minor Revigoration	Friend	2.2s/0/0s	2,000 range	6	1
3	Minor Renewal	Friend	2.2s/0/0s	2,000 range	11	2
5	Minor Revivification	Friend	2.2s/0/0s	2,000 range	16	3
8	Minor Resurgence	Friend	2.2s/0/0s	2,000 range	23	4
11	Minor Revival	Friend	2.2s/0/0s	2,000 range	31	5
14	Minor Regeneration	Friend	2.2s/0/0s	2,000 range	38	6
18	Minor Regrowth	Friend	2.2s/0/0s	2,000 range	48	8
23	Minor Restoration	Friend	2.2s/0/0s	2,000 range	60	10
29	Minor Resuscitation	Friend	2.2s/0/0s	2,000 range	75	12
37	Minor Renascence	Friend	2.2s/0/0s	2,000 range	95	14
47	Minor Apotheosis	Friend	2.2s/0/0s	2,000 range	119	17

Heal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Renewal	Friend	2.8s/0/0s	2,000 range	26	4
6	Revivification	Friend	2.8s/0/0s	2,000 range	36	6
9	Resurgence	Friend	2.8s/0/0s	2,000 range	50	9
12	Revival	Friend	2.8s/0/0s	2,000 range	65	11
16	Regeneration	Friend	2.8s/0/0s	2,000 range	85	15
21	Regrowth	Friend	2.8s/0/0s	2,000 range	109	19

Heal *Continued*

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
27	Restoration	Friend	2.8s/0/0s	2,000 range	138	25
31	Resuscitation	Friend	2.8s/0/0s	2,000 range	158	28
36	Renascence	Friend	2.8s/0/0s	2,000 range	183	33
46	Apotheosis	Friend	2.8s/0/0s	2,000 range	231	42

Minor Group Heal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
15	Group Revigoration	Group	2.6s/0/0s	2,000 range	33	17
25	Group Regrowth	Group	2.6s/0/0s	2,000 range	53	21
35	Group Renascence	Group	2.6s/0/0s	2,000 range	73	24
45	Group Apotheosis	Group	2.6s/0/0s	2,000 range	93	25

Resurrection

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
10	Minor Reconstitution	Corpse	4.0s/0/0s	1,500 range	Target is resurrected with 0% power and 10 health	0

Regrowth Specialization

Major Heal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Major Resurgence	Friend	3.2s/0/0s	2,000 range	55	6
8	Major Revival	Friend	3.2s/0/0s	2,000 range	82	10
11	Major Regeneration	Friend	3.2s/0/0s	2,000 range	109	13
15	Major Regrowth	Friend	3.3s/0/0s	2,000 range	145	25
20	Major Restoration	Friend	3.2s/0/0s	2,000 range	190	20
26	Major Resuscitation	Friend	3.2s/0/0s	2,000 range	244	26

Greater Heal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
10	Greater Revival	Friend	3.6s/0/0s	2,000 range	145	29
14	Greater Regeneration	Friend	3.5s/0/0s	2,000 range	197	39
19	Greater Regrowth	Friend	3.4s/0/0s	2,000 range	263	52
25	Greater Restoration	Friend	3.3s/0/0s	2,000 range	341	68
32	Greater Resuscitation	Friend	3.1s/0/0s	2,000 range	432	86
41	Greater Renascence	Friend	3.0s/0/0s	2,000 range	549	109
50	Greater Apotheosis	Friend	2.8s/0/0s	2,000 range	667	133

Group Heal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
13	Healing Conflux	Group	2.6s/0/0s	2,000 range	85	37
22	Renewing Conflux	Group	2.4s/0/0s	2,000 range	139	57
34	Restoring Conflux	Group	2.2s/0/0s	2,000 range	211	79
44	Reviving Conflux	Group	2.0s/0/0s	2,000 range	271	94

Instant Heal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
12	Nature's Appreciation	Friend	0s/0/900s	2,000 range	33%	0
21	Nature's Blessing	Friend	0s/0/900s	2,000 range	55%	0
31	Nature's Esteem	Friend	0s/0/900s	2,000 range	75%	0
43	Nature's Sanction	Friend	0s/0/900s	2,000 range	100%	0

Instant Group Heal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
23	Bith's Benison	Group	0s/0/1,200s	2,000 range	50%	0
35	Bith's Acclamation	Group	0s/0/1,200s	2,000 range	75%	0
45	Bith's Benediction	Group	0s/0/1,200s	2,000 range	100%	0

Spreadheal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
30	Regenerating Spirits	Self	3.5s/0/0s	2,000 range	187	79
39	Resuscitating Spirits	Self	3.5s/0/0s	2,000 range	241	95
48	Reviving Spirits	Self	3.5s/0/0s	2,000 range	295	110

Resurrection

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
16	Lesser Reconstitution	Corpse	4.0s/0/0s	1,500 range	Target is resurrected with 10% power and 30% health	0
24	Reconstitution	Corpse	4.0s/0/0s	1,500 range	Target is resurrected with 25% power and 50% health	0
40	Greater Reconstitution	Corpse	4.0s/0/0s	1,500 range	Target is resurrected with 50% power and 100% health	0

Cure Poison

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
6	Cure Poison	Friend	3.2s/0/0s	2,000 range	—	6%

Cure Disease

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
7	Cure Disease	Friend	3.2s/0/0s	2,000 range	—	6%

Warden (Naturalist)

The Warden is a unique class as it is the only heavy armored tank who also gets pulsating bladeturn. Albion and Midgard's PBT classes are cloth-wearing casters, which gives Hibernia the durability edge in keeping the effect up. With resist buffs, modest heals, and weapon spec, the Warden is a great addition to any group.

Pros: *Pulsating blade turn, resist buffs*

Cons: *Low damage output*

Races Available: *Celt, Firbolg, Sylvan*

Recommended Race: *Any*

Skill Points: *1.5x per level*

Key Attributes:

Strength
Constitution
Dexterity
Empathy
Quickness

Specializations:

Blades
Blunt
Parry
Nurture Specialization (Nurture)
Regrowth Specialization (Regrowth)

Master Level Path: Battlemaster or Perfecter

Tradeskills: Alchemy, Armorcrafting

Misc. Abilities: Sprint, Tireless

Know Your Role:

Battle: *49 nurture, 39 weapon, 16 regrowth, 12 parry*

Regrowth: *49 nurture, 42 regrowth, 6 weapon*

Note

Baseline spells are gained as the character levels, while specialty spells are gained only by spending specialization points in that spell line.

Nurture (Baseline)

Shield (AF)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Minor Bark Skin	Friend	3.0s/0/0s	1,000 range	12 af	1 Conc
4	Lesser Bark Skin	Friend	3.0s/0/0s	1,000 range	14 af	2 Conc
6	Bark Skin	Friend	3.0s/0/0s	1,000 range	16 af	2 Conc
9	Major Bark Skin	Friend	3.0s/0/0s	1,000 range	19 af	3 Conc
12	Greater Bark Skin	Friend	3.0s/0/0s	1,000 range	22 af	4 Conc
17	Superior Bark Skin	Friend	3.0s/0/0s	1,000 range	27 af	6 Conc
21	Skin of the Redwood	Friend	3.0s/0/0s	1,000 range	31 af	7 Conc
26	Greater Skin of the Redwood	Friend	3.0s/0/0s	1,000 range	36 af	9 Conc
32	Major Skin of the Redwood	Friend	3.0s/0/0s	1,000 range	42 af	11 Conc
45	Superior Skin of the Redwood	Friend	3.0s/0/0s	1,000 range	55 af	16 Conc

Buff Strength

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Strength of the Oak	Friend	3.0s/0/0s	1,000 range	+12 Str	1 Conc
7	Strength of the Redwood	Friend	3.0s/0/0s	1,000 range	+15 Str	3 Conc
14	Vigor of the Oak	Friend	3.0s/0/0s	1,000 range	+21 Str	5 Conc
20	Vigor of the Redwood	Friend	3.0s/0/0s	1,000 range	+26 Str	7 Conc
30	Force of the Oak	Friend	3.0s/0/0s	1,000 range	+34 Str	11 Conc
41	Force of the Redwood	Friend	3.0s/0/0s	1,000 range	+42 Str	15 Conc
50	Might of the Redwood	Friend	3.0s/0/0s	1,000 range	+50 Str	19 Conc

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Buff Dexterity

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
8	Dexterity of the Ferret	Friend	3.0s/0/0s	1,000 range	+16 Dex	3 Conc
13	Dexterity of the Rabbit	Friend	3.0s/0/0s	1,000 range	+20 Dex	5 Conc
19	Dexterity of the Badger	Friend	3.0s/0/0s	1,000 range	+25 Dex	7 Conc
28	Dexterity of the Lynx	Friend	3.0s/0/0s	1,000 range	+32 Dex	10 Conc
38	Dexterity of the Bear	Friend	3.0s/0/0s	1,000 range	+40 Dex	14 Conc
48	Dexterity of the Wolf	Friend	3.0s/0/0s	1,000 range	+48 Dex	18 Conc

Buff Constitution

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Oak's Stoutness	Friend	3.0s/0/0s	1,000 range	+14 Con	2 Conc
11	Oak's Stamina	Friend	3.0s/0/0s	1,000 range	+18 Con	4 Conc
15	Oak's Girth	Friend	3.0s/0/0s	1,000 range	+22 Con	5 Conc
24	Redwood's Stoutness	Friend	3.0s/0/0s	1,000 range	+29 Con	8 Conc
33	Redwood's Stamina	Friend	3.0s/0/0s	1,000 range	+36 Con	12 Conc
43	Redwood's Girth	Friend	3.0s/0/0s	1,000 range	+44 Con	16 Conc

Nurture Specialization

Bladeturn

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Nature's Ward	Self	4.0s/Until Destroyed/Dispelled/0s	—	Bladeturn (0)	8%
10	Nature's Fend	Friend	4.0s/Until Destroyed/Dispelled/0s	1,250 range	Bladeturn (0)	8%
18	Nature's Shield	Group	4.0s/Until Destroyed/Dispelled/0s	1,250 range	Bladeturn (0)	12%

Buff Combat Speed

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Ferocity of Nature	Self	3.0s/20 minutes/0s	—	Target hasted: 16%	15%
8	Rage of Nature	Self	3.0s/20 minutes/0s	—	Target hasted: 19%	15%
13	Fury of Nature	Self	3.0s/20 minutes/0s	—	Target hasted: 21%	15%
21	Anger of Nature	Self	3.0s/20 minutes/0s	—	Target hasted: 25%	15%
30	Hostility of Nature	Self	3.0s/20 minutes/0s	—	Target hasted: 30%	15%
38	Aggression of Nature	Self	3.0s/20 minutes/0s	—	Target hasted: 34%	15%
47	Reckoning of Nature	Self	3.0s/20 minutes/0s	—	Target hasted: 38%	15%

Buff Body Resistance

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
22	Bolster Health	Group	3.0s/10 minutes/0s	1,000 range	8 (Resist Body)	18
32	Bolster Resilience	Group	3.0s/10 minutes/0s	1,000 range	16 (Resist Body)	26
43	Bolster Heartiness	Group	3.0s/10 minutes/0s	1,000 range	24 (Resist Body)	36

Buff Energy Resistance

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
27	Defy Thunder	Group	3.0s/10 minutes/0s	1,000 range	8 (Resist Energy)	22
37	Defy Storm	Group	3.0s/10 minutes/0s	1,000 range	16 (Resist Energy)	31
49	Defy Lightning	Group	3.0s/10 minutes/0s	1,000 range	24 (Resist Energy)	42

Buff Spirit Resistance

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
23	Warden's Courage	Group	3.0s/10 minutes/0s	1,000 range	8 (Resist Spirit)	19
33	Warden's Honor	Group	3.0s/10 minutes/0s	1,000 range	16 (Resist Spirit)	27
48	Warden's Spirit	Group	3.0s/10 minutes/0s	1,000 range	24 (Resist Spirit)	41

Speed (Chant)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Guardian's Encouragement	Group	3.0s/6 seconds/pulse/0s	2,000 range	Target speed increase: 123%	0
15	Benefactor's Encouragement	Group	3.0s/6 seconds/pulse/0s	2,000 range	Target speed increase: 131%	0
24	Protector's Encouragement	Group	3.0s/6 seconds/pulse/0s	2,000 range	Target speed increase: 138%	0
34	Warden's Encouragement	Group	3.0s/6 seconds/pulse/0s	2,000 range	Target speed increase: 145%	0
44	Paragon's Encouragement	Group	3.0s/6 seconds/pulse/0s	2,000 range	Target speed increase: 153%	0

Damage Add (Chant)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Nature's Revenge	Group	0s/5 seconds/pulse/8s	1,500 range	Bonus: Damages target for listed damage/Damage: 1.3 DPS	0
9	Nature's Vendetta	Group	0s/5 seconds/pulse/8s	1,500 range	Bonus: Damages target for listed damage/Damage: 1.9 DPS	0
14	Nature's Vengeance	Group	0s/5 seconds/pulse/8s	1,500 range	Bonus: Damages target for listed damage/Damage: 2.7 DPS	0
19	Nature's Retaliation	Group	0s/5 seconds/pulse/8s	1,500 range	Bonus: Damages target for listed damage/Damage: 3.4 DPS	0
25	Nature's Retribution	Group	0s/5 seconds/pulse/8s	1,500 range	Bonus: Damages target for listed damage/Damage: 4.3 DPS	0
35	Nature's Feud	Group	0s/5 seconds/pulse/8s	1,500 range	Bonus: Damages target for listed damage/Damage: 5.8 DPS	0
46	Nature's Reckoning	Group	0s/5 seconds/pulse/8s	1,500 range	Bonus: Damages target for listed damage/Damage: 7.5 DPS	0

Bladeturn (Chant)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
26	Nature's Guard	Group	0s/10 seconds/pulse/16s	1,250 range	Bladeturn (0)	16
36	Nature's Barrier	Group	0s/8 seconds/pulse/16s	1,250 range	Bladeturn (0)	23
45	Nature's Wall	Group	0s/6 seconds/pulse/16s	1,250 range	Bladeturn (0)	29

Regrowth (Baseline)

Minor Heal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Minor Revigoration	Friend	2.2s/0/0s	2,000 range	6	1
3	Minor Renewal	Friend	2.2s/0/0s	2,000 range	11	2
5	Minor Revivification	Friend	2.2s/0/0s	2,000 range	16	3
8	Minor Resurgence	Friend	2.2s/0/0s	2,000 range	23	4
11	Minor Revival	Friend	2.2s/0/0s	2,000 range	31	5
14	Minor Regeneration	Friend	2.2s/0/0s	2,000 range	38	6
18	Minor Regrowth	Friend	2.2s/0/0s	2,000 range	48	8
23	Minor Restoration	Friend	2.2s/0/0s	2,000 range	60	10
29	Minor Resuscitation	Friend	2.2s/0/0s	2,000 range	75	12
37	Minor Renascence	Friend	2.2s/0/0s	2,000 range	95	14
47	Minor Apotheosis	Friend	2.2s/0/0s	2,000 range	119	17

Heal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Renewal	Friend	2.8s/0/0s	2,000 range	26	4
6	Revivification	Friend	2.8s/0/0s	2,000 range	36	6
9	Resurgence	Friend	2.8s/0/0s	2,000 range	50	9
12	Revival	Friend	2.8s/0/0s	2,000 range	65	11
16	Regeneration	Friend	2.8s/0/0s	2,000 range	85	15
21	Regrowth	Friend	2.8s/0/0s	2,000 range	109	19
27	Restoration	Friend	2.8s/0/0s	2,000 range	138	25
31	Resuscitation	Friend	2.8s/0/0s	2,000 range	158	28
36	Renascence	Friend	2.8s/0/0s	2,000 range	183	33
46	Apotheosis	Friend	2.8s/0/0s	2,000 range	231	42

Minor Group Heal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
15	Group Revigoration	Group	2.6s/0/0s	2,000 range	33	17
25	Group Regrowth	Group	2.6s/0/0s	2,000 range	53	21
35	Group Renascence	Group	2.6s/0/0s	2,000 range	73	24
45	Group Apotheosis	Group	2.6s/0/0s	2,000 range	93	25

Resurrection

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
10	Minor Reconstitution	Corpse	4.0s/0/0s	1,500 range	Target is resurrected with 0% power and 10 health	0

Regrowth Specialization

Major Heal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Major Resurgence	Friend	3.2s/0/0s	2,000 range	55	6
8	Major Revival	Friend	3.2s/0/0s	2,000 range	82	10
11	Major Regeneration	Friend	3.2s/0/0s	2,000 range	109	13
15	Major Regrowth	Friend	3.3s/0/0s	2,000 range	145	25
20	Major Restoration	Friend	3.2s/0/0s	2,000 range	190	20
26	Major Resuscitation	Friend	3.2s/0/0s	2,000 range	244	26
33	Major Renascence	Friend	3.2s/0/0s	2,000 range	307	32
42	Major Apotheosis	Friend	3.2s/0/0s	2,000 range	387	38

Resurrection

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
16	Lesser Reconstitution	Corpse	4.0s/0/0s	1,500 range	Target is resurrected with 10% power and 30% health	0

Cure Poison

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
7	Cure Poison	Friend	3.2s/0/0s	2,000 range	—	6%

Cure Disease

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
9	Cure Disease	Friend	3.2s/0/0s	2,000 range	—	6%

Buff Health Regeneration

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
6	Solar Conversion	Self	3.0s/20 minutes/0s	—	3	8%
14	Solar Absorption	Self	3.0s/20 minutes/0s	—	6	8%
25	Solar Regeneration	Self	3.0s/20 minutes/0s	—	11	8%
35	Solar Regrowth	Self	3.0s/20 minutes/0s	—	15	8%
45	Solar Resuscitation	Self	3.0s/20 minutes/0s	—	19	8%

Fatigue Reduction

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
12	Attack Unfading	Self	3.0s/20 minutes/0s	—	20%	10%
22	Attack Perpetual	Self	3.0s/20 minutes/0s	—	25%	10%
32	Attack Unceasing	Self	3.0s/20 minutes/0s	—	30%	10%
41	Attack Uninterrupted	Self	3.0s/20 minutes/0s	—	40%	10%

Fatigue Regeneration (Chant)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Attack Unending	Self	0s/5 seconds/pulse/8s	—	4	0

Enchanter (Magician)

The most popular caster class in Hibernia is the Enchanter, which boasts powerful PBAoE and direct-damage spells, plus comes with an underhill companion to keep you company. Great in PvE and RvR, the Enchanter is a great path to pick for any caster.

Pros: *Good solo and group class*

Cons: *Often among the first to get targeted in RvR*

Races Available: *Elf, Lurikeen*

Recommended Race: *Lurikeen*

Skill Points: *1.0 per level*

Key Attributes:

Dexterity

Intelligence

Constitution

Specializations:

Mana Specialization (Empowering)

Light Specialization (Bedazzling)

Enchantment Specialization (Enchantment Mastery)

Armor: Cloth

Master Level Path: Convoker or Stormlord

Tradeskills: Spellcrafting, Tailoring

Misc. Abilities: Quickcast, Sprint

Know Your Role:

PBAoE Bomber: *48 way of the moon (mana), 24 light or enchantment*

Direct-Damage: *46 way of the sun (light), 27 way of the moon (mana), 8 enchantments*

Split Spec: *39 mana, 37 light*

Focus Farmer: *50 mana, 20 enchantments*

NOTE

Baseline spells are gained as the character levels, while specialty spells are gained only by spending specialization points in that spell line.

Way of the Moon (Mana Baseline)

Absorb

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
30	Ward of Power	Self	3.0s/20 minutes/0s	—	5 abs	19
41	Barrier of Power	Self	3.0s/20 minutes/0s	—	10 abs	26

Shield (AF)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Lesser Powerward	Self	3.0s/20 minutes/0s	—	13 af	2
3	Powerward	Self	3.0s/20 minutes/0s	—	22 af	3
5	Lesser Powerbarrier	Self	3.0s/20 minutes/0s	—	32 af	4
9	Powerbarrier	Self	3.0s/20 minutes/0s	—	51 af	6
13	Lesser Powerfield	Self	3.0s/20 minutes/0s	—	71 af	8
18	Powerfield	Self	3.0s/20 minutes/0s	—	95 af	11
24	Powershield	Self	3.0s/20 minutes/0s	—	124 af	15
31	Greater Powershield	Self	3.0s/20 minutes/0s	—	158 af	19
40	Greater Powerguard	Self	3.0s/20 minutes/0s	—	201 af	25
50	Supreme Powerguard	Self	3.0s/20 minutes/0s	—	250 af	33

Bladeturn

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
19	Barrier of Negation	Self	4.0s/20 minutes/0s	—	Bladeturn (0)	8%

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Damage Shield

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Aura of Turning	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 0.8 DPS	2
4	Greater Aura of Turning	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 1.0 DPS	3
8	Aura of Redirection	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 1.3 DPS	5
14	Greater Aura of Redirection	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 1.9 DPS	9
22	Aura of Reflection	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 2.6 DPS	13
33	Greater Aura of Reflection	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 3.6 DPS	21
44	Aura of Global Feedback	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 4.6 DPS	28

Empowering (Mana Specialization)

Damage Shield (Focus)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Aura of Echoing	Pet	2.5s/5 seconds/0s	1,350 range	Bonus: Damages target for listed damage/Damage: 0.7 DPS	0
6	Greater Aura of Echoing	Pet	2.5s/5 seconds/0s	1,350 range	Bonus: Damages target for listed damage/Damage: 4.5 DPS	0
9	Aura of Reflection	Pet	2.5s/5 seconds/0s	1,350 range	Bonus: Damages target for listed damage/Damage: 6.8 DPS	0
14	Greater Aura of Reflection	Pet	2.5s/5 seconds/0s	1,350 range	Bonus: Damages target for listed damage/Damage: 9.8 DPS	0
22	Aura of Resonation	Pet	2.5s/5 seconds/0s	1,350 range	Bonus: Damages target for listed damage/Damage: 15.1 DPS	0
30	Greater Aura of Resonation	Pet	2.5s/5 seconds/0s	1,350 range	Bonus: Damages target for listed damage/Damage: 20.3 DPS	0
40	Aura of Reverberation	Pet	2.5s/5 seconds/0s	1,350 range	Bonus: Damages target for listed damage/Damage: 27.1 DPS	0
50	Greater Aura of Reverberation	Pet	2.5s/5 seconds/0s	1,350 range	Bonus: Damages target for listed damage/Damage: 33.9 DPS	0

Debuff Cold Resistance

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
24	Amplify Cold	Enemy	2s/15 seconds/0s	1,500 range	-15 (Resist Cold)	12
34	Endow Cold	Enemy	2s/15 seconds/0s	1,500 range	-30 (Resist Cold)	16
46	Empower Cold	Enemy	2s/15 seconds/0s	1,500 range	-50 (Resist Cold)	24

Debuff Matter Resistance

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
23	Amplify Matter	Enemy	2s/15 seconds/0s	1,500 range	-15 (Resist Matter)	11
33	Endow Matter	Enemy	2s/15 seconds/0s	1,500 range	-30 (Resist Matter)	16
44	Empower Matter	Enemy	2s/15 seconds/0s	1,500 range	-50 (Resist Matter)	22

Debuff Heat Resistance

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
27	Amplify Heat	Enemy	2s/8 seconds/0s	1,500 range	-15 (Resist Heat)	13
36	Endow Heat	Enemy	2s/8 seconds/0s	1,500 range	-30 (Resist Heat)	18
49	Empower Heat	Enemy	2s/8 seconds/0s	1,500 range	-50 (Resist Heat)	25

Damage (PBAoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
7	Minor Disenchanting Emanation	Enemy	2.5s/0/0s	300 radius	52 (Energy)	5
11	Disenchanting Emanation	Enemy	2.5s/0/0s	300 radius	74 (Energy)	7
16	Lesser Disenchanting Emission	Enemy	2.5s/0/0s	300 radius	111 (Energy)	10
20	Disenchanting Emission	Enemy	2.5s/0/0s	300 radius	133 (Energy)	12
26	Lesser Disenchanting Burst	Enemy	2.5s/0/0s	300 radius	176 (Energy)	16
32	Disenchanting Burst	Enemy	2.5s/0/0s	300 radius	214 (Energy)	20
39	Lesser Disenchanting Eruption	Enemy	2.5s/0/0s	300 radius	265 (Energy)	25
48	Disenchanting Eruption	Enemy	2.5s/0/0s	300 radius	325 (Energy)	31

Way of the Sun (Light Magic Baseline)

Damage

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Gleam Ray	Enemy	2.6s/0/0s	1,500 range	5 (Heat)	2
2	Gleam Streak	Enemy	2.6s/0/0s	1,500 range	9 (Heat)	2
3	Gleam Blast	Enemy	2.6s/0/0s	1,500 range	13 (Heat)	3
6	Moon Ray	Enemy	2.6s/0/0s	1,500 range	25 (Heat)	4
9	Moon Streak	Enemy	2.6s/0/0s	1,500 range	37 (Heat)	6
13	Moon Blast	Enemy	2.6s/0/0s	1,500 range	49 (Heat)	8
17	Sun Ray	Enemy	2.6s/0/0s	1,500 range	64 (Heat)	10
24	Sun Streak	Enemy	2.6s/0/0s	1,500 range	88 (Heat)	15
33	Sun Blast	Enemy	2.6s/0/0s	1,500 range	120 (Heat)	21
41	Aurora Ray	Enemy	2.6s/0/0s	1,500 range	148 (Heat)	26
50	Aurora Blast	Enemy	2.6s/0/0s	1,500 range	179 (Heat)	33

Stun

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Prismatic Flare	Enemy	2.5s/3 seconds/0s	1,500 range	Resist type: Heat	4
15	Prismatic Flash	Enemy	2.5s/5 seconds/0s	1,500 range	Resist type: Heat	9
26	Prismatic Shimmer	Enemy	2.5s/6 seconds/0s	1,500 range	Resist type: Heat	16
36	Prismatic Sheen	Enemy	2.5s/8 seconds/0s	1,500 range	Resist type: Heat	23
46	Prismatic Strobe	Enemy	2.5s/9 seconds/0s	1,500 range	Resist type: Heat	30

Bedazzling (Light Specialization)

Debuff Combat Speed

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
7	Distracting Scintillation	Enemy	0s/2 minutes/5s	1,500 range	-7% slow (Heat)	5
14	Soporific Scintillation	Enemy	0s/2 minutes/5s	1,500 range	-9% slow (Heat)	9
20	Blinding Scintillation	Enemy	0s/2 minutes/5s	1,500 range	-11% slow (Heat)	12
27	Disturbing Scintillation	Enemy	0s/2 minutes/5s	1,500 range	-13% slow (Heat)	17
36	Perturbing Scintillation	Enemy	0s/2 minutes/5s	1,500 range	-15% slow (Heat)	23
48	Agitating Scintillation	Enemy	0s/2 minutes/5s	1,500 range	-19% slow (Heat)	31

Damage

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Misleading Rapture	Enemy	2.8s/0/0s	1,500 range	5 (Heat)	2
5	Delusional Rapture	Enemy	2.8s/0/0s	1,500 range	26 (Heat)	4
8	Mystifying Rapture	Enemy	2.8s/0/0s	1,500 range	41 (Heat)	5
12	Duplicitous Rapture	Enemy	2.8s/0/0s	1,500 range	56 (Heat)	8
16	Illusory Rapture	Enemy	2.8s/0/0s	1,500 range	77 (Heat)	10
22	Deceiving Rapture	Enemy	2.8s/0/0s	1,500 range	102 (Heat)	13
28	Beguiling Rapture	Enemy	2.8s/0/0s	1,500 range	133 (Heat)	17
35	Phantom Rapture	Enemy	2.8s/0/0s	1,500 range	163 (Heat)	22
45	Insidious Rapture	Enemy	2.8s/0/0s	1,500 range	209 (Heat)	29

Debuff Combat Speed (AoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
17	Field of Scintillation	Enemy	0s/2 minutes/5s	1,500 range/350 radius	-10% slow (Heat)	20
23	Array of Scintillation	Enemy	0s/2 minutes/5s	1,500 range/350 radius	-11% slow (Heat)	28
29	Sea of Scintillation	Enemy	0s/2 minutes/5s	1,500 range/350 radius	-13% slow (Heat)	36
37	Sky of Scintillation	Enemy	0s/2 minutes/5s	1,500 range/350 radius	-16% slow (Heat)	46
46	Galaxy of Scintillation	Enemy	0s/2 minutes/5s	1,500 range/350 radius	-18% slow (Heat)	60

Debuff Damage

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
11	Dazzling Flash	Enemy	0s/30 seconds/5s	1,500 range	-5 (Heat)	7
21	Dazzling Torch	Enemy	0s/30 seconds/5s	1,500 range	-10 (Heat)	13
31	Dazzling Flare	Enemy	0s/30 seconds/5s	1,500 range	-15 (Heat)	19
41	Dazzling Strobe	Enemy	0s/30 seconds/5s	1,500 range	-20 (Heat)	26

Enchantment (Baseline)

Heal Pet

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
6	Assist Ally	Pet	3.0s/0/0s	2,000 range	36	4
8	Support Ally	Pet	3.0s/0/0s	2,000 range	46	5
11	Help Ally	Pet	3.0s/0/0s	2,000 range	61	7
15	Invest Ally	Pet	3.0s/0/0s	2,000 range	81	9

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
21	Reinforce Ally	Pet	3.0s/0/0s	2,000 range	111	13
28	Infuse Ally	Pet	3.0s/0/0s	2,000 range	146	17
35	Imbue Ally	Pet	3.0s/0/0s	2,000 range	181	22
44	Succor Ally	Pet	3.0s/0/0s	2,000 range	226	28

Speed (Chant)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Lesser Effervescence	Group	3.0s/6 seconds/pulse/0s	2,000 range	Target speed increase: 123%	0
14	Effervescence	Group	3.0s/6 seconds/pulse/0s	2,000 range	Target speed increase: 130%	0
25	Greater Effervescence	Group	3.0s/6 seconds/pulse/0s	2,000 range	Target speed increase: 138%	0
34	Superior Effervescence	Group	3.0s/6 seconds/pulse/0s	2,000 range	Target speed increase: 145%	0
45	Maximum Effervescence	Group	3.0s/6 seconds/pulse/0s	2,000 range	Target speed increase: 153%	0

Summon Underhill Companion

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Underhill Friend	Self	6.0s/Until Destroyed/Dispelled/0s	—	Melee Pet	25%
7	Underhill Companion	Self	6.0s/Until Destroyed/Dispelled/0s	—	Caster Pet	25%
12	Underhill Ally	Self	6.0s/Until Destroyed/Dispelled/0s	—	Healer Pet	25%
20	Underhill Compatriot	Self	6.0s/Until Destroyed/Dispelled/0s	—	Melee Pet	25%
32	Underhill Zealot	Self	6.0s/Until Destroyed/Dispelled/0s	—	Caster Pet	25%

Enchantment Mastery

Buff Strength/Constitution

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Strength of the Underhill	Pet	3.0s/20 minutes/0s	1,000 range	+18 Str/Con	3
7	Vigor of the Underhill	Pet	3.0s/20 minutes/0s	1,000 range	+22 Str/Con	6
12	Zest of the Underhill	Pet	3.0s/20 minutes/0s	1,000 range	+28 Str/Con	10
18	Power of the Underhill	Pet	3.0s/20 minutes/0s	1,000 range	+36 Str/Con	15
24	Vim of the Underhill	Pet	3.0s/20 minutes/0s	1,000 range	+43 Str/Con	19
32	Force of the Underhill	Pet	3.0s/20 minutes/0s	1,000 range	+52 Str/Con	26
42	Fury of the Underhill	Pet	3.0s/20 minutes/0s	1,000 range	+64 Str/Con	35

Buff Dexterity/Quickness

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Craftiness	Pet	3.0s/20 minutes/0s	1,000 range	+15 Dex/Qui	2
5	Subtlety	Pet	3.0s/20 minutes/0s	1,000 range	+21 Dex/Qui	5
9	Cunning	Pet	3.0s/20 minutes/0s	1,000 range	+25 Dex/Qui	8
13	Slyness	Pet	3.0s/20 minutes/0s	1,000 range	+30 Dex/Qui	11
19	Trickiness	Pet	3.0s/20 minutes/0s	1,000 range	+37 Dex/Qui	15
25	Wiliness	Pet	3.0s/20 minutes/0s	1,000 range	+45 Dex/Qui	20
33	Guile	Pet	3.0s/20 minutes/0s	1,000 range	+54 Dex/Qui	27
43	Subdolosity	Pet	3.0s/20 minutes/0s	1,000 range	+66 Dex/Qui	36

Damage Add

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Twinkling Arms	Friend	3.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 1.6 DPS	3
8	Glossed Arms	Friend	3.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 2.5 DPS	5
11	Shining Arms	Friend	3.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 3.1 DPS	7
15	Shimmering Arms	Friend	3.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 3.9 DPS	9
20	Glowing Arms	Friend	3.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 5.0 DPS	12
26	Glittering Arms	Friend	3.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 6.3 DPS	16
34	Brilliant Arms	Friend	3.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 7.9 DPS	21
44	Splendorous Arms	Friend	3.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 10.0 DPS	28

Defensive Proc

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
29	Enchanted Armor	Pet	3.0s/20 minutes/0s	1,500 range	10% chance to proc a 53 heal (Body)	18
38	Shimmering Armor	Pet	3.0s/20 minutes/0s	1,500 range	10% chance to proc a 90 heal (Body)	24
49	Splendorous Armor	Pet	3.0s/20 minutes/0s	1,500 range	10% chance to proc a 126 heal (Body)	32

Buff Piercing Magic

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
40	Beguiling Will	Pet	3.0s/20 minutes/0s	1,000 range	Energy	0
50	Insidious Will	Pet	3.0s/20 minutes/0s	1,000 range	Energy	0

Eldritch (Magician)

While the Eldritch and Enchanters each share some common traits like PBAoE and powerful direct-damage spells, the Eldritch sacrifices some utility of not having a pet or speed with raw, unadulterated killing power. There are three basic types of Elds: void, mana, and light.

Pros: *Great damage dealer*

Cons: *Lacks some utility*

Races Available: *Elf, Lurikeen*

Recommended Race: *Elf*

Skill Points: *1.0 per level*

Key Attributes:

Intelligence

Dexterity

Constitution

Specializations:

Light Specialization (Shadow Control)

Mana Specialization (Vacuumancy)

Void Specialization (Void Mastery)

Armor: Cloth

Master Level Path: Convoker or Stormlord

Tradeskills: Spellcrafting, Tailoring

Misc. Abilities: Quickcast, Sprint

Know Your Role:

Light: *50 shadow control, 20 void mastery*

Mana: *50 way of the moon, 20 void mastery*

Void: *50 void mastery, 20 way of the moon*

Note

Baseline spells are gained as the character levels, while specialty spells are gained only by spending specialization points in that spell line.

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Way of the Sun (Light Baseline)

Damage

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Gleam Ray	Enemy	2.6s/0/0s	1,500 range	5 (Heat)	2
2	Gleam Streak	Enemy	2.6s/0/0s	1,500 range	9 (Heat)	2
3	Gleam Blast	Enemy	2.6s/0/0s	1,500 range	13 (Heat)	3
6	Moon Ray	Enemy	2.6s/0/0s	1,500 range	25 (Heat)	4
9	Moon Streak	Enemy	2.6s/0/0s	1,500 range	37 (Heat)	6
13	Moon Blast	Enemy	2.6s/0/0s	1,500 range	49 (Heat)	8
17	Sun Ray	Enemy	2.6s/0/0s	1,500 range	64 (Heat)	10
24	Sun Streak	Enemy	2.6s/0/0s	1,500 range	88 (Heat)	15
33	Sun Blast	Enemy	2.6s/0/0s	1,500 range	120 (Heat)	21
41	Aurora Ray	Enemy	2.6s/0/0s	1,500 range	148 (Heat)	26
50	Aurora Blast	Enemy	2.6s/0/0s	1,500 range	179 (Heat)	33

Stun

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Prismatic Flare	Enemy	2.5s/3 seconds/0s	1,500 range	Resist type: Heat	4
15	Prismatic Flash	Enemy	2.5s/5 seconds/0s	1,500 range	Resist type: Heat	9
26	Prismatic Shimmer	Enemy	2.5s/6 seconds/0s	1,500 range	Resist type: Heat	16
36	Prismatic Sheen	Enemy	2.5s/8 seconds/0s	1,500 range	Resist type: Heat	23
46	Prismatic Strobe	Enemy	2.5s/9 seconds/0s	1,500 range	Resist type: Heat	30

Shadow Control (Light Specialization)

Nearsight

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
10	Negate Sight	Enemy	2s/2 minutes/0s	2,300 range	-25% vision (Cold)	4
19	Nullify Sight	Enemy	2s/2 minutes/0s	2,300 range	-35% vision (Cold)	9
24	Obliviate Sight	Enemy	2s/2 minutes/0s	2,300 range	-45% vision (Cold)	12
32	Destroy Sight	Enemy	2s/2 minutes/0s	2,300 range	-55% vision (Cold)	16
40	Abrogate Sight	Enemy	2s/2 minutes/0s	2,300 range	-65% vision (Cold)	20

Damage

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Shadowburst	Enemy	2.8s/0/0s	1,500 range	5 (Cold)	2
5	Shadowblast	Enemy	2.8s/0/0s	1,500 range	26 (Cold)	4
8	Shadowcharge	Enemy	2.8s/0/0s	1,500 range	41 (Cold)	5
12	Shadowshock	Enemy	2.8s/0/0s	1,500 range	56 (Cold)	8
16	Shadowsmash	Enemy	2.8s/0/0s	1,500 range	77 (Cold)	10
22	Shadowcrash	Enemy	2.8s/0/0s	1,500 range	102 (Cold)	13
28	Shadowforce	Enemy	2.8s/0/0s	1,500 range	133 (Cold)	17
35	Shadowcrush	Enemy	2.8s/0/0s	1,500 range	163 (Cold)	22
45	Shadowdoom	Enemy	2.8s/0/0s	1,500 range	209 (Cold)	29

Mesmerize (AoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Paralyzing Wind	Enemy	3.0s/10 seconds/0s	1,500 range/350 radius	Resist type: Cold	3
15	Paralyzing Veil	Enemy	3.0s/15 seconds/0s	1,500 range/350 radius	Resist type: Cold	9
26	Paralyzing Cloak	Enemy	3.0s/21 seconds/0s	1,500 range/350 radius	Resist type: Cold	16
37	Paralyzing Sphere	Enemy	3.0s/26 seconds/0s	1,500 range/350 radius	Resist type: Cold	23
47	Paralyzing Cloud	Enemy	3.0s/31 seconds/0s	1,500 range/350 radius	Resist type: Cold	30

Debuff Dexterity/Quickness

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Negate Coordination	Enemy	0s/1 minute/5s	1,500 range	-18 Dex/Qui	2
6	Nullify Coordination	Enemy	0s/1 minute/5s	1,500 range	-21 Dex/Qui	3
9	Obliviate Coordination	Enemy	0s/1 minute/5s	1,500 range	-25 Dex/Qui	4
13	Destroy Coordination	Enemy	0s/1 minute/5s	1,500 range	-30 Dex/Qui	6
18	Abrogate Coordination	Enemy	0s/1 minute/5s	1,500 range	-36 Dex/Qui	8
25	Blank Coordination	Enemy	0s/1 minute/5s	1,500 range/200 radius	-45 Dex/Qui	12
36	Obliterate Coordination	Enemy	0s/1 minute/5s	1,500 range/275 radius	-57 Dex/Qui	18
46	Extinguish Coordination	Enemy	0s/1 minute/5s	1,500 range/350 radius	-69 Dex/Qui	24

Way of the Moon (Mana Baseline)

Absorb

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
30	Ward of Power	Self	3.0s/20 minutes/0s	—	5 abs	19
41	Barrier of Power	Self	3.0s/20 minutes/0s	—	10 abs	26

Shield (AF)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Lesser Powerward	Self	3.0s/20 minutes/0s	—	13 af	2
3	Powerward	Self	3.0s/20 minutes/0s	—	22 af	3
5	Lesser Powerbarrier	Self	3.0s/20 minutes/0s	—	32 af	4
9	Powerbarrier	Self	3.0s/20 minutes/0s	—	51 af	6
13	Lesser Powerfield	Self	3.0s/20 minutes/0s	—	71 af	8
18	Powerfield	Self	3.0s/20 minutes/0s	—	95 af	11
24	Powershield	Self	3.0s/20 minutes/0s	—	124 af	15
31	Greater Powershield	Self	3.0s/20 minutes/0s	—	158 af	19
40	Greater Powerguard	Self	3.0s/20 minutes/0s	—	201 af	25
50	Supreme Powerguard	Self	3.0s/20 minutes/0s	—	250 af	33

Bladeturn

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
19	Barrier of Negation	Self	4.0s/20 minutes/0s	—	Bladeturn (0)	8%

Damage Shield

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Aura of Turning	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 0.8 DPS	2
4	Greater Aura of Turning	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 1.0 DPS	3
8	Aura of Redirection	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 1.3 DPS	5
14	Greater Aura of Redirection	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 1.9 DPS	9
22	Aura of Reflection	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 2.6 DPS	13
33	Greater Aura of Reflection	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 3.6 DPS	21
44	Aura of Global Feedback	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 4.6 DPS	28

Vacuumancy (Mana Specialization)

Disease

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
6	Entropic Affliction	Enemy	3.0s/1 minute/0s	1,500 range	-7.5%/-15% (Energy)	4
21	Enervating Affliction	Enemy	3.0s/1 minute 30 seconds/0s	1,500 range	-7.5%/-15% (Energy)	10
29	Enfeebling Affliction	Enemy	3.0s/2 minutes/0s	1,500 range	-7.5%/-15% (Energy)	—
35	Languoring Affliction	Enemy	3.0s/2 minutes 30 seconds/0s	1,500 range	-7.5%/-15% (Energy)	23
45	Debilitating Affliction	Enemy	3.0s/3 minutes/0s	1,500 range	-7.5%/-15% (Energy)	30

Disease (AoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
16	Entropic Sickness	Enemy	3.0s/1 minute 30 seconds/0s	1,500 range/250 radius	-7.5%/-15% (Energy)	10
27	Entropic Illness	Enemy	3.0s/2 minutes/0s	1,500 range/300 radius	-7.5%/-15% (Energy)	17
37	Entropic Disease	Enemy	3.0s/2 minutes 30 seconds/0s	1,500 range/350 radius	-7.5%/-15% (Energy)	23
47	Entropic Pestilence	Enemy	3.0s/3 minutes/0s	1,500 range/400 radius	-7.5%/-15% (Energy)	30

Damage (PBAoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Lesser Mana Ripple	Enemy	2.5s/0/0s	300 radius	15 (Energy)	2
7	Mana Ripple	Enemy	2.5s/0/0s	300 radius	52 (Energy)	5
11	Mana Eddy	Enemy	2.5s/0/0s	300 radius	74 (Energy)	7
15	Mana Splash	Enemy	2.5s/0/0s	300 radius	104 (Energy)	9
20	Mana Burst	Enemy	2.5s/0/0s	300 radius	133 (Energy)	12
26	Mana Flux	Enemy	2.5s/0/0s	300 radius	176 (Energy)	16
32	Mana Billow	Enemy	2.5s/0/0s	300 radius	214 (Energy)	20
39	Mana Surge	Enemy	2.5s/0/0s	300 radius	265 (Energy)	25
48	Mana Flood	Enemy	2.5s/0/0s	300 radius	325 (Energy)	31

Damage and Snare

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Lesser Ensnaring Blast	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -40%/Damage: 5 (Energy)	2
5	Ensnaring Blast	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -40%/Damage: 21 (Energy)	4
9	Greater Ensnaring Blast	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -40%/Damage: 37 (Energy)	6
13	Entangling Blast	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -40%/Damage: 49 (Energy)	8
17	Greater Entangling Blast	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -40%/Damage: 64 (Energy)	10
23	Webbing Blast	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -40%/Damage: 85 (Energy)	14
33	Greater Webbing Blast	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -40%/Damage: 120 (Energy)	21
41	Demobilizing Blast	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -40%/Damage: 148 (Energy)	26
50	Greater Demobilizing Blast	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -40%/Damage: 179 (Energy)	33

Damage and Snare (AoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
10	Lesser Kinetic Dispersal	Enemy	3.0s/30 seconds/0s	1,500 range/350 radius	Bonus: -40%/Damage: 28 (Energy)	8
14	Kinetic Dispersal	Enemy	3.0s/30 seconds/0s	1,500 range/350 radius	Bonus: -40%/Damage: 40 (Energy)	11
19	Lesser Kinetic Dampening	Enemy	3.0s/30 seconds/0s	1,500 range/350 radius	Bonus: -40%/Damage: 56 (Energy)	15
25	Kinetic Dampening	Enemy	3.0s/30 seconds/0s	1,500 range/350 radius	Bonus: -40%/Damage: 72 (Energy)	20
34	Lesser Kinetic Siphon	Enemy	3.0s/30 seconds/0s	1,500 range/350 radius	Bonus: -40%/Damage: 96 (Energy)	28
44	Kinetic Siphon	Enemy	3.0s/30 seconds/0s	1,500 range/350 radius	Bonus: -40%/Damage: 124 (Energy)	37

Debuff Strength/Constitution

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Lesser Strength Dispersal	Enemy	0s/1 minute/5s	1,500 range	-18 Str/Con	3
8	Disperse Strength	Enemy	0s/1 minute/5s	1,500 range	-24 Str/Con	5
12	Lesser Vigor Dispersal	Enemy	0s/1 minute/5s	1,500 range	-28 Str/Con	8
18	Disperse Vigor	Enemy	0s/1 minute/5s	1,500 range	-36 Str/Con	11

Debuff Strength/Constitution (AoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
28	Lesser Health Dispersal	Enemy	0s/1 minute/5s	1,500 range/200 radius	-48 Str/Con	17
38	Disperse Health	Enemy	0s/1 minute/5s	1,500 range/275 radius	-60 Str/Con	24
49	Greater Vitality Dispersal	Enemy	0s/1 minute/5s	1,500 range/350 radius	-73 Str/Con	32

Way of the Eclipse (Void Baseline)

Debuff (Dexterity)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
11	Void Snare	Enemy	0s/1 minute/5s	1,500 range	-18 Dex	7
19	Void Net	Enemy	0s/1 minute/5s	1,500 range	-25 Dex	12
25	Void Web	Enemy	0s/1 minute/5s	1,500 range	-30 Dex	15
33	Void Clamp	Enemy	0s/1 minute/5s	1,500 range	-36 Dex	21
40	Void Lock	Enemy	0s/1 minute/5s	1,500 range	-42 Dex	25
48	Void Chains	Enemy	0s/1 minute/5s	1,500 range	-48 Dex	31

Debuff (Strength)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
8	Cancel Strength	Enemy	0s/1 minute/5s	1,500 range	-16 Str	4
15	Negate Strength	Enemy	0s/1 minute/5s	1,500 range	-22 Str	7
21	Unmake Strength	Enemy	0s/1 minute/5s	1,500 range	-26 Str	10
29	Abrogate Strength	Enemy	0s/1 minute/5s	1,500 range	-33 Str	14
35	Void Strength	Enemy	0s/1 minute/5s	1,500 range	-38 Str	17
43	Vitiate Strength	Enemy	0s/1 minute/5s	1,500 range	-44 Str	21
50	Null Strength	Enemy	0s/1 minute/5s	1,500 range	-50 Str	26

Damage

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Ethereal Concussion	Enemy	2.6s/0/0s	1,500 range	13 (Cold)	3
5	Major Ethereal Concussion	Enemy	2.6s/0/0s	1,500 range	21 (Cold)	4
7	Ethereal Blast	Enemy	2.6s/0/0s	1,500 range	29 (Cold)	5
10	Major Ethereal Blast	Enemy	2.6s/0/0s	1,500 range	37 (Cold)	6
13	Ethereal Detonation	Enemy	2.6s/0/0s	1,500 range	49 (Cold)	8
17	Major Ethereal Detonation	Enemy	2.6s/0/0s	1,500 range	64 (Cold)	10
23	Ethereal Explosion	Enemy	2.6s/0/0s	1,500 range	85 (Cold)	14
30	Major Ethereal Explosion	Enemy	2.6s/0/0s	1,500 range	108 (Cold)	19
37	Ethereal Devastation	Enemy	2.6s/0/0s	1,500 range	136 (Cold)	23
47	Major Ethereal Devastation	Enemy	2.6s/0/0s	1,500 range	171 (Cold)	30

Damage (Bolt)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Void Slit	Enemy	2.5s/0/20s	1,875 range	13 (Cold)	2
4	Void Gap	Enemy	2.5s/0/20s	1,875 range	24 (Cold)	3
6	Void Break	Enemy	2.5s/0/20s	1,875 range	36 (Cold)	4
9	Void Cleave	Enemy	2.5s/0/20s	1,875 range	53 (Cold)	6
14	Void Rent	Enemy	2.5s/0/20s	1,875 range	75 (Cold)	9
18	Void Rift	Enemy	2.5s/0/20s	1,875 range	98 (Cold)	11
22	Void Fissure	Enemy	2.5s/0/20s	1,875 range	115 (Cold)	13
28	Void Gulf	Enemy	2.5s/0/20s	1,875 range	149 (Cold)	17
36	Void Chasm	Enemy	2.5s/0/20s	1,875 range	188 (Cold)	23
46	Void Abyss	Enemy	2.5s/0/20s	1,875 range	239 (Cold)	30

Void Mastery (Void Specialization)

Debuff Body Resistance

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
22	Nullify Hardiness	Enemy	2s/15 seconds/0s	1,500 range	-15 (Resist Body)	10
33	Negate Hardiness	Enemy	2s/15 seconds/0s	1,500 range	-30 (Resist Body)	16
45	Void Hardiness	Enemy	2s/15 seconds/0s	1,500 range	-50 (Resist Body)	23

Debuff Spirit Resistance

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
26	Nullify Spirit	Enemy	2s/15 seconds/0s	1,500 range	-15 (Resist Spirit)	12
35	Negate Spirit	Enemy	2s/15 seconds/0s	1,500 range	-30 (Resist Spirit)	17
48	Void Spirit	Enemy	2s/15 seconds/0s	1,500 range	-50 (Resist Spirit)	24

Debuff Energy Resistance

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
27	Nullify Dissipation	Enemy	2s/15 seconds/0s	1,500 range	-15 (Resist Energy)	13
39	Negate Dissipation	Enemy	2s/15 seconds/0s	1,500 range	-30 (Resist Energy)	20
49	Void Dissipation	Enemy	2s/15 seconds/0s	1,500 range	-50 (Resist Energy)	25

Damage (AoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Lesser Null Squall	Enemy	3.0s/0/0s	1,500 range/350 radius	12 (Cold)	3
5	Null Squall	Enemy	3.0s/0/0s	1,500 range/350 radius	20 (Cold)	4
8	Lesser Null Storm	Enemy	3.0s/0/0s	1,500 range/350 radius	32 (Cold)	5
13	Null Storm	Enemy	3.0s/0/0s	1,500 range/350 radius	48 (Cold)	8
18	Lesser Null Ebullition	Enemy	3.0s/0/0s	1,500 range/350 radius	67 (Cold)	11
25	Null Ebullition	Enemy	3.0s/0/0s	1,500 range/350 radius	91 (Cold)	15
32	Lesser Null Tempest	Enemy	3.0s/0/0s	1,500 range/350 radius	115 (Cold)	20
44	Null Tempest	Enemy	3.0s/0/0s	1,500 range/350 radius	158 (Cold)	28

Damage (Bolt)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Nil Bolt	Enemy	2.5s/0/20s	1,875 range	7 (Cold)	2
4	Void Bolt	Enemy	2.5s/0/20s	1,875 range	29 (Cold)	3
7	Negative Bolt	Enemy	2.5s/0/20s	1,875 range	52 (Cold)	5
12	Abrogation Bolt	Enemy	2.5s/0/20s	1,875 range	81 (Cold)	8
17	Null Bolt	Enemy	2.5s/0/20s	1,875 range	118 (Cold)	10
24	Oblivion Bolt	Enemy	2.5s/0/20s	1,875 range	162 (Cold)	15
31	Annihilation Bolt	Enemy	2.5s/0/20s	1,875 range	206 (Cold)	19
38	Obliteration Bolt	Enemy	2.5s/0/20s	1,875 range	258 (Cold)	24
46	Bolt of Uncreation	Enemy	2.5s/0/20s	1,875 range	309 (Cold)	30

Damage (GTAoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
16	Sphere of Negation	Ground Target	3.0s/1 second/6s	1,500 range/350 radius	61 (Energy)	10
23	Sphere of Oblivion	Ground Target	3.0s/1 second/6s	1,500 range/350 radius	85 (Energy)	14
34	Sphere of Annihilation	Ground Target	3.0s/1 second/6s	1,500 range/350 radius	124 (Energy)	21
43	Sphere of Unmaking	Ground Target	3.0s/1 second/6s	1,500 range/350 radius	155 (Energy)	27

Mentalist (Magician)

The Mentalist is a unique class because of its utility. With AE dots, charms, high damage nukes, crowd control, power regeneration, and healing, Mentalists have a lot of tools to work with.

Pros: *Lots of utility*

Cons: *Odd master level paths*

Races Available: *Celt, Elf, Lurikeen, Shar*

Recommended Race: *Any*

Skill Points: *1.0 per level*

Key Attributes:

Intelligence

Dexterity

Constitution

Specializations:

Mana Specialization (Holism)

Light Specialization (Illusions)

Mind Mastery (Mentalism Specialization)

Armor: Cloth

Master Level Path: Stormlord or Warlord

Tradeskills: Spellcrafting, Tailoring

Misc. Abilities: Quickcast, Sprint

Know Your Role:

Dotter: *48 holism, 24 illusions*

Nuker/charmer: *45 illusions, 29 holism*

NOTE

Baseline spells are gained as the character levels, while specialty spells are gained only by spending specialization points in that spell line.

Way of the Moon (Mana Baseline)

Absorb

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
30	Ward of Power	Self	3.0s/20 minutes/0s		5 abs	19
41	Barrier of Power	Self	3.0s/20 minutes/0s		10 abs	26

Shield (AF)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Lesser Powerward	Self	3.0s/20 minutes/0s	—	13 af	2
3	Powerward	Self	3.0s/20 minutes/0s	—	22 af	3
5	Lesser Powerbarrier	Self	3.0s/20 minutes/0s	—	32 af	4
9	Powerbarrier	Self	3.0s/20 minutes/0s	—	51 af	6
13	Lesser Powerfield	Self	3.0s/20 minutes/0s	—	71 af	8
18	Powerfield	Self	3.0s/20 minutes/0s	—	95 af	11
24	Powershield	Self	3.0s/20 minutes/0s	—	124 af	15
31	Greater Powershield	Self	3.0s/20 minutes/0s	—	158 af	19
40	Greater Powerguard	Self	3.0s/20 minutes/0s	—	201 af	25
50	Supreme Powerguard	Self	3.0s/20 minutes/0s	—	250 af	33

Bladeturn

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
19	Barrier of Negation	Self	4.0s/20 minutes/0s		Bladeturn (0)	8%

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Damage Shield

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Aura of Turning	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 0.8 DPS	2
4	Greater Aura of Turning	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 1.0 DPS	3
8	Aura of Redirection	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 1.3 DPS	5
14	Greater Aura of Redirection	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 1.9 DPS	9
22	Aura of Reflection	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 2.6 DPS	13
33	Greater Aura of Reflection	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 3.6 DPS	21
44	Aura of Global Feedback	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 4.6 DPS	28

Holism (Mana Specialization)

Damage over Time

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Minor Mind Fade	Enemy	3.0s/24 seconds/0s	1,500 range	2 dmg/tick	2
5	Lesser Mind Fade	Enemy	3.0s/24 seconds/0s	1,500 range	9 dmg/tick	4
8	Mind Fade	Enemy	3.0s/24 seconds/0s	1,500 range	15 dmg/tick	5
11	Lesser Mind Dissolution	Enemy	3.0s/24 seconds/0s	1,500 range	19 dmg/tick	7
15	Mind Dissolution	Enemy	3.0s/24 seconds/0s	1,500 range	27 dmg/tick	9
20	Greater Mind Dissolution	Enemy	3.0s/24 seconds/0s	1,500 range	35 dmg/tick	12
25	Lesser Mind Melt	Enemy	3.0s/24 seconds/0s	1,500 range	45 dmg/tick	15
30	Mind Melt	Enemy	3.0s/24 seconds/0s	1,500 range	53 dmg/tick	19
35	Greater Mind Melt	Enemy	3.0s/24 seconds/0s	1,500 range	63 dmg/tick	22
41	Mind Annihilation	Enemy	3.0s/24 seconds/0s	1,500 range	73 dmg/tick	26
48	Complete Mind Annihilation	Enemy	3.0s/24 seconds/0s	1,500 range	87 dmg/tick	31

Damage over Time (AoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
17	Shroud of Madness	Enemy	3.0s/24 seconds/0s	1,500 range/350 radius	31 dmg/tick	16
23	Fog of Delirium	Enemy	3.0s/24 seconds/0s	1,500 range/350 radius	41 dmg/tick	22
29	Hallucinatory Winds	Enemy	3.0s/24 seconds/0s	1,500 range/350 radius	53 dmg/tick	28
36	Torrent of Dementia	Enemy	3.0s/24 seconds/0s	1,500 range/350 radius	65 dmg/tick	36
46	Storm of Insanity	Enemy	3.0s/24 seconds/0s	1,500 range/350 radius	83 dmg/tick	47

Heal over Time

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
10	Curative Trance	Friend	3.0s/10 seconds/0s	2,000 range	30	18
21	Restorative Trance	Friend	3.0s/10 seconds/0s	2,000 range	59	34
32	Healing Trance	Friend	3.0s/10 seconds/0s	2,000 range	89	47
43	Sanative Trance	Friend	3.0s/10 seconds/0s	2,000 range	118	58

Buff Power Regeneration

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Empowering Unity	Friend	3.0s/10 minutes/0s	1,500 range	1	3
14	Empowering Harmony	Friend	3.0s/10 minutes/0s	1,500 range	2	9
24	Empowering Tranquility	Friend	3.0s/10 minutes/0s	1,500 range	3	15
34	Empowering Concordance	Friend	3.0s/10 minutes/0s	1,500 range	4	21
37	Invest Concordance	Group	4s/10 minutes/0s	1,500 range	4	57
44	Empowering Perfection	Friend	3.0s/10 minutes/0s	1,500 range	5	28
45	Invest Perfection	Group	4s/10 minutes/0s	1,500 range	5	77

Way of the Sun (Light Baseline)

Damage

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Gleam Ray	Enemy	2.6s/0/0s	1,500 range	5 (Heat)	2
2	Gleam Streak	Enemy	2.6s/0/0s	1,500 range	9 (Heat)	2
3	Gleam Blast	Enemy	2.6s/0/0s	1,500 range	13 (Heat)	3
6	Moon Ray	Enemy	2.6s/0/0s	1,500 range	25 (Heat)	4
9	Moon Streak	Enemy	2.6s/0/0s	1,500 range	37 (Heat)	6
13	Moon Blast	Enemy	2.6s/0/0s	1,500 range	49 (Heat)	8
17	Sun Ray	Enemy	2.6s/0/0s	1,500 range	64 (Heat)	10
24	Sun Streak	Enemy	2.6s/0/0s	1,500 range	88 (Heat)	15
33	Sun Blast	Enemy	2.6s/0/0s	1,500 range	120 (Heat)	21
41	Aurora Ray	Enemy	2.6s/0/0s	1,500 range	148 (Heat)	26
50	Aurora Blast	Enemy	2.6s/0/0s	1,500 range	179 (Heat)	33

Stun

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Prismatic Flare	Enemy	2.5s/3 seconds/0s	1,500 range	Resist type: Heat	4
15	Prismatic Flash	Enemy	2.5s/5 seconds/0s	1,500 range	Resist type: Heat	9
26	Prismatic Shimmer	Enemy	2.5s/6 seconds/0s	1,500 range	Resist type: Heat	16
36	Prismatic Sheen	Enemy	2.5s/8 seconds/0s	1,500 range	Resist type: Heat	23
46	Prismatic Strobe	Enemy	2.5s/9 seconds/0s	1,500 range	Resist type: Heat	30

Illusions (Light Specialization)

Damage

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Twinkling Visions	Enemy	2.8s/0/0s	1,500 range	5 (Heat)	2
5	Sparkling Visions	Enemy	2.8s/0/0s	1,500 range	26 (Heat)	4
8	Shimmering Visions	Enemy	2.8s/0/0s	1,500 range	41 (Heat)	5
12	Glimmering Visions	Enemy	2.8s/0/0s	1,500 range	56 (Heat)	8
16	Scintillating Visions	Enemy	2.8s/0/0s	1,500 range	77 (Heat)	10
22	Glittering Visions	Enemy	2.8s/0/0s	1,500 range	102 (Heat)	13
28	Radiant Visions	Enemy	2.8s/0/0s	1,500 range	133 (Heat)	17
35	Bedazzling Visions	Enemy	2.8s/0/0s	1,500 range	163 (Heat)	22
45	Coruscating Visions	Enemy	2.8s/0/0s	1,500 range	209 (Heat)	29

Damage (AoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Deluge of Illusion	Enemy	3.0s/0/0s	1,500 range/350 radius	12 (Heat)	3
7	Flood of Illusion	Enemy	3.0s/0/0s	1,500 range/350 radius	28 (Heat)	5
13	Sea of Illusion	Enemy	3.0s/0/0s	1,500 range/350 radius	48 (Heat)	8
19	Rush of Illusion	Enemy	3.0s/0/0s	1,500 range/350 radius	72 (Heat)	12
26	Flux of Illusion	Enemy	3.0s/0/0s	1,500 range/350 radius	95 (Heat)	16
34	Inundation of Illusion	Enemy	3.0s/0/0s	1,500 range/350 radius	123 (Heat)	21
44	Cataclysm of Illusion	Enemy	3.0s/0/0s	1,500 range/350 radius	158 (Heat)	28

Charm (Song)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Illusory Enemy	Enemy	3.0s/10 seconds/pulse/0s	2,000 range	—	0
10	Fabricated Enemy	Enemy	3.0s/10 seconds/pulse/0s	2,000 range	—	0
17	Imaginary Enemy	Enemy	3.0s/10 seconds/pulse/0s	2,000 range	—	0
25	Phantom Enemy	Enemy	3.0s/10 seconds/pulse/0s	2,000 range	—	0
33	Ghostly Enemy	Enemy	3.0s/10 seconds/pulse/0s	2,000 range	—	0
42	Dream Enemy	Enemy	3.0s/10 seconds/pulse/0s	2,000 range	—	0

Mentalism (Baseline)

Damage over Time

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Illusory Ache	Enemy	3.0s/20 seconds/0s	1,500 range	2 dmg/tick	1
5	Illusory Pains	Enemy	3.0s/20 seconds/0s	1,500 range	9 dmg/tick	3
8	Illusory Cramps	Enemy	3.0s/20 seconds/0s	1,500 range	15 dmg/tick	4
11	Illusory Anguish	Enemy	3.0s/20 seconds/0s	1,500 range	19 dmg/tick	5
15	Illusory Spasms	Enemy	3.0s/20 seconds/0s	1,500 range	27 dmg/tick	7
20	Illusory Convulsions	Enemy	3.0s/20 seconds/0s	1,500 range	35 dmg/tick	9
25	Illusory Agony	Enemy	3.0s/20 seconds/0s	1,500 range	45 dmg/tick	12
30	Illusory Lacerations	Enemy	3.0s/20 seconds/0s	1,500 range	53 dmg/tick	15
35	Illusory Torture	Enemy	3.0s/20 seconds/0s	1,500 range	63 dmg/tick	17
41	Illusory Excruciation	Enemy	3.0s/20 seconds/0s	1,500 range	73 dmg/tick	20
48	Illusory Neuralgia	Enemy	3.0s/20 seconds/0s	1,500 range	87 dmg/tick	24

Heal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Somatic Reconstitution	Friend	2.8s/0/0s	2,000 range	26	4
6	Somatic Renewal	Friend	2.8s/0/0s	2,000 range	36	6
9	Somatic Reparation	Friend	2.8s/0/0s	2,000 range	50	9
12	Somatic Revigoration	Friend	2.8s/0/0s	2,000 range	65	11
16	Somatic Relief	Friend	2.8s/0/0s	2,000 range	85	15
21	Somatic Rejuvenation	Friend	2.8s/0/0s	2,000 range	109	19
27	Somatic Regeneration	Friend	2.8s/0/0s	2,000 range	138	25
31	Somatic Rehabilitation	Friend	2.8s/0/0s	2,000 range	158	28
36	Somatic Revival	Friend	2.8s/0/0s	2,000 range	183	33
46	Somatic Resuscitation	Friend	2.8s/0/0s	2,000 range	231	42

Mind Mastery (Mentalism Specialization)

Major Heal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Major Somatic Renewal	Friend	3.2s/0/0s	2,000 range	28	5
4	Major Somatic Reparation	Friend	3.2s/0/0s	2,000 range	46	8
6	Major Somatic Revigoration	Friend	3.2s/0/0s	2,000 range	64	12
9	Major Somatic Relief	Friend	3.2s/0/0s	2,000 range	91	16
13	Major Somatic Rejuvenation	Friend	3.2s/0/0s	2,000 range	127	23
18	Major Somatic Regeneration	Friend	3.2s/0/0s	2,000 range	172	30
25	Major Somatic Rehabilitation	Friend	3.2s/0/0s	2,000 range	235	39
33	Major Somatic Revival	Friend	3.2s/0/0s	2,000 range	307	48
42	Major Somatic Resuscitation	Friend	3.2s/0/0s	2,000 range	387	57

Mesmerize

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Enfeeble Mind	Enemy	3.0s/16 seconds/0s	1,500 range	(Resist type: Energy)	2
5	Cripple Mind	Enemy	3.0s/21 seconds/0s	1,500 range	(Resist type: Energy)	3
10	Incapacitate Mind	Enemy	3.0s/28 seconds/0s	1,500 range	(Resist type: Energy)	5
15	Disable Mind	Enemy	3.0s/34 seconds/0s	1,500 range	(Resist type: Energy)	8
23	Paralyze Mind	Enemy	3.0s/44 seconds/0s	1,500 range	(Resist type: Energy)	11
31	Lock Mind	Enemy	3.0s/55 seconds/0s	1,500 range	(Resist type: Energy)	15
41	Petrify Mind	Enemy	3.0s/1 minute 8 seconds/0s	1,500 range	(Resist type: Energy)	19
50	Unmake Mind	Enemy	3.0s/1 minute 20 seconds/0s	1,500 range	(Resist type: Energy)	23

Confusion

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Delusion	Enemy	3.0s/16 seconds/0s	1,500 range	50% (Resist type: Energy)	2
8	Delirium	Enemy	3.0s/26 seconds/0s	1,500 range	65% (Resist type: Energy)	4
12	Dementation	Enemy	3.0s/34 seconds/0s	1,500 range	80% (Resist type: Energy)	6
17	Paranoia	Enemy	3.0s/44 seconds/0s	1,500 range	95% (Resist type: Energy)	8
24	Eccentricity	Enemy	3.0s/58 seconds/0s	1,500 range	10%	12
32	Madness	Enemy	3.0s/1 minute 14 seconds/0s	1,500 range	25%	16
40	Derangement	Enemy	3.0s/1 minute 30 seconds/0s	1,500 range	40%	20
49	Insanity	Enemy	3.0s/1 minute 48 seconds/0s	1,500 range	55%	25

Remove Mesmerization

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
28	Mental Purification	Friend	3.0s/0/0s	1,500 range	—	6%

Bainshee (Magician)

Hibernia's newest addition to the Magician family is the Bainshee, who specializes in area effect cone spells and dealing out impressive damage. Able to transform themselves into an apparition, Bainshees inspire fear to all who come against them.

Pros: *Many spells defy the line of sight laws*

Cons: *Avatar form often is a target*

Races Allowed: *Female Celt, Elf, and Lurikeen*

Recommended Race: *Any*

Skill Points: *1.0 per level*

Key Attributes:

Intelligence

Dexterity

Constitution

Specializations:

Spectral Guard Specialization

Ethereal Shriek Specialization

Phantasmal Wail Specialization

Armor: Cloth

Master Level Path: Convoker or Stormlord

Tradeskills: Spellcrafting, Tailoring

Misc. Abilities: Quickcast, Sprint

Know Your Role:

Wailer: *49 phantasmal wail, 22 spectral force*

Shrieker*: 50 ethereal shriek, 20 spectral force*

Spectre: *50 spectral guard, 20 phantasmal wail*

Note

Baseline spells are gained as the character levels, while specialty spells are gained only by spending specialization points in that spell line.

Spectral Force (Baseline)

Absorb

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
30	Ward of Power	Self	3s/20 minutes/0s	—	—	19
41	Barrier of Power	Self	3s/20 minutes/0s	—	—	26

Shield (AF)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Lesser Powerward	Self	3s/20 minutes/0s	—	13 AF	2%
3	Powerward	Self	3s/20 minutes/0s	—	22 AF	2%
5	Lesser Powerbarrier	Self	3s/20 minutes/0s	—	32 AF	2%
9	Powerbarrier	Self	3s/20 minutes/0s	—	51 AF	2%
13	Lesser Powerfield	Self	3s/20 minutes/0s	—	71 AF	2%
18	Powerfield	Self	3s/20 minutes/0s	—	95 AF	2%
24	Powershield	Self	3s/20 minutes/0s	—	124 AF	2%
31	Greater Powershield	Self	3s/20 minutes/0s	—	158 AF	2%
40	Greater Powerguard	Self	3s/20 minutes/0s	—	201 AF	2%
50	Supreme Powerguard	Self	3s/20 minutes/0s	—	250 AF	2%

Bladeturn

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
19	Barrier of Negation	Self	4s/0/0s	—	—	8%

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Damage

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Blaring Pain	Enemy	2.8s/0/0s	1,500 range	20 (Body)	2
7	Boisterous Pain	Enemy	2.8s/0/0s	1,500 range	36 (Body)	3
10	Shrill Pain	Enemy	2.8s/0/0s	1,500 range	46 (Body)	5
15	Ringing Pain	Enemy	2.8s/0/0s	1,500 range	71 (Body)	7
20	Blustering Pain	Enemy	2.8s/0/0s	1,500 range	95 (Body)	10
25	Clamoring Pain	Enemy	2.8s/0/0s	1,500 range	119 (Body)	12
29	Bellowing Pain	Enemy	2.8s/0/0s	1,500 range	135 (Body)	14
36	Roaring Pain	Enemy	2.8s/0/0s	1,500 range	167 (Body)	18
42	Wailing Pain	Enemy	2.8s/0/0s	1,500 range	195 (Body)	21
48	Shattering Pain	Enemy	2.8s/0/0s	1,500 range	223 (Body)	24

Spectral Guard Specialization

Taunt

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Deafening Screech	Enemy	2s/0/0s	2,300 range	6.3 (Body)	3
16	Deafening Shout	Enemy	2s/0/0s	2,300 range	22.4 (Body)	8
28	Deafening Wail	Enemy	2s/0/0s	2,300 range	48.6 (Body)	14
43	Deafening Shriek	Enemy	2s/0/0s	2,300 range	55.6 (Body)	21

Buff (Ablative Armor)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
30	Audible Barrier	Group	3s/30 seconds/30s	1,500 range	100	15
40	Tumultuous Barrier	Group	3s/30 seconds/30s	1,500 range	200	20
50	Resounding Barrier	Group	3s/30 seconds/30s	1,500 range	300	25

Frontal (AoE DD)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Bawler's Bruise	Enemy	3.0s/0/0s	600 radius	4 (Body)	1
8	Bawler's Affliction	Enemy	3.0s/0/0s	600 radius	28 (Body)	7
14	Bawler's Laceration	Enemy	3.0s/0/0s	600 radius	50 (Body)	12
22	Bawler's Contamination	Enemy	3.0s/0/0s	600 radius	79 (Body)	21
29	Bawler's Infliction	Enemy	3.0s/0/0s	600 radius	104 (Body)	27
34	Bawler's Outrage	Enemy	3.0s/0/0s	600 radius	122 (Body)	33
39	Bawler's Mutilation	Enemy	3.0s/0/0s	600 radius	140 (Body)	37
44	Bawler's Destruction	Enemy	3.0s/0/0s	600 radius	158 (Body)	44
49	Bawler's Devastation	Enemy	3.0s/0/0s	600 radius	176 (Body)	48

Frontal (AoE Root)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Disturbing Vibrations	Enemy	2.5s/13 seconds/0s	600 radius	Body	3
13	Disturbing Intonations	Enemy	2.5s/20 seconds/0s	600 radius	Body	7
21	Disturbing Modulations	Enemy	2.5s/28 seconds/0s	600 radius	Body	10

Frontal (AoE Root) *Continued*

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
26	Disturbing Reverberations	Enemy	2.5s/38 seconds/0s	600 radius	Body	15
33	Disturbing Echoes	Enemy	2.5s/47 seconds/0s	600 radius	Body	19
41	Disturbing Noises	Enemy	2.5s/56 seconds/0s	600 radius	Body	23
47	Disturbing Voices	Enemy	2.5s/70 seconds/0s	600 radius	Body	30

Frontal (AoE Bolt)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
6	Whirring Spike	Enemy	2.5s/0/20s	750 radius	43 (Body)	3
12	Humming Spike	Enemy	2.5s/0/20s	750 radius	74 (Body)	12
18	Explosive Orb (Minor)	Enemy	2.5s/0/20s	750 radius	117 (Body)	18
24	Explosive Orb	Enemy	2.5s/0/20s	750 radius	148 (Body)	22
31	Explosive Orb (Major)	Enemy	2.5s/0/20s	750 radius	192 (Body)	30
36	Thunderous Burst (Minor)	Enemy	2.5s/0/20s	750 radius	224 (Body)	35
42	Thunderous Burst	Enemy	2.5s/0/20s	750 radius	253 (Body)	42
48	Thunderous Burst (Major)	Enemy	2.5s/0/20s	750 radius	291 (Body)	47

Ethereal Shriek Specialization

Snare (AoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
6	Inhibiting Cry	Enemy	3s/15 seconds/0s	1,500 range/250 radius	20% (Body)	3
15	Inhibiting Wail	Enemy	3s/25 seconds/0s	1,500 range/300 radius	35% (Body)	7
30	Inhibiting Shriek	Enemy	3s/40 seconds/0s	1,500 range/350 radius	50% (Body)	14
45	Inhibiting Scream	Enemy	3s/55 seconds/0s	1,500 range/400 radius	70% (Body)	22

Damage (AoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Minor Concussion	Enemy	3s/0/0s	1,500 range/350 radius	4 (Body)	1
4	Clamorous Concussion	Enemy	3s/0/0s	1,500 range/350 radius	20 (Body)	2
9	Roaring Concussion	Enemy	3s/0/0s	1,500 range/350 radius	38 (Body)	4
14	Piercing Concussion	Enemy	3s/0/0s	1,500 range/350 radius	57 (Body)	6
19	Resonant Concussion	Enemy	3s/0/0s	1,500 range/350 radius	73 (Body)	8
24	Cacophonous Burst	Enemy	3s/0/0s	1,500 range/350 radius	93 (Body)	11
29	Clangorous Burst	Enemy	3s/0/0s	1,500 range/350 radius	114 (Body)	14
34	Piercing Explosion	Enemy	3s/0/0s	1,500 range/350 radius	136 (Body)	19
39	Resonant Explosion	Enemy	3s/0/0s	1,500 range/350 radius	157 (Body)	23
44	Deafening Explosion	Enemy	3s/0/0s	1,500 range/350 radius	174 (Body)	27

Damage (Bolt, AoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Shrieking Cascade	Enemy	2.5s/0/20s	1,875 range/350 radius	29 (Body)	5
11	Wailing Cascade	Enemy	2.5s/0/20s	1,875 range/350 radius	56 (Body)	11
18	Screaming Cascade	Enemy	2.5s/0/20s	1,875 range/350 radius	106 (Body)	18
26	Shattering Cascade	Enemy	2.5s/0/20s	1,875 range/350 radius	154 (Body)	25
35	Ear-splitting Cascade	Enemy	2.5s/0/20s	1,875 range/350 radius	206 (Body)	35

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
42	Piercing Cascade	Enemy	2.5s/0/20s	1,875 range/350 radius	248 (Body)	42
50	Deafening Cascade	Enemy	2.5s/0/20s	1,875 range/350 radius	296 (Body)	51

Nearsight (AoE Focus)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
7	Vanquish Sight	Enemy	2s/Focus/0s	1,800 range/200 radius	Body	4
17	Abolish Sight	Enemy	2s/Focus/0s	1,900 range/250 radius	Body	7
27	Eliminate Sight	Enemy	2s/Focus/0s	2,000 range/300 radius	Body	12
37	Purge Sight	Enemy	2s/Focus/0s	2,150 range/350 radius	Body	16
47	Expel Sight	Enemy	2s/Focus/0s	2,300 range/400 radius	Body	20

Shield (Ranged Physical)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
21	Wraith's Shield	Group	2s/30 seconds/30s	250 radius	—	10/10 pulse
31	Wraith's Barrier	Group	2s/30 seconds/30s	350 radius	—	20/20 pulse
41	Wraith's Barricade	Group	2s/30 seconds/30s	500 radius	—	30/30 pulse

Phantasmal Wail Specialization

Debuff Dexterity/Quickness (AoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Diminishing Yell	Enemy	0s/30 seconds/15s	350 radius	16 pt. debuff (Body)	3
10	Diminishing Screech	Enemy	0s/30 seconds/15s	350 radius	24 pt. debuff (Body)	5
15	Diminishing Wail	Enemy	0s/30 seconds/15s	350 radius	33 pt. debuff (Body)	8
23	Diminishing Cadence	Enemy	0s/30 seconds/15s	350 radius	39 pt. debuff (Body)	11
28	Diminishing Bellow	Enemy	0s/30 seconds/15s	350 radius	48 pt. debuff (Body)	14
37	Diminishing Shriek	Enemy	0s/30 seconds/15s	350 radius	56 pt. debuff (Body)	17
43	Diminishing Scream	Enemy	0s/30 seconds/15s	350 radius	70 pt. debuff (Body)	20

Damage (Pulsing PBAoE Chant)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Shrill Aura	Enemy	2s/0/5s	250 radius	7 (Body)	1/1 pulse
8	Undulating Aura	Enemy	2s/0/5s	250 radius	60 (Body)	5/3 pulse
21	Oscillating Aura	Enemy	2s/0/5s	250 radius	140 (Body)	12/8 pulse
32	Intoning Aura	Enemy	2s/0/5s	250 radius	214 (Body)	20/15 pulse
41	Reverberating Aura	Enemy	2s/0/5s	350 radius	268 (Body)	27/20 pulse

Root (PBAoE, No Interrupt)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
6	Alarming Outburst	Enemy	2s/13 seconds/0s	150 radius	Body	3
12	Alarming Yell	Enemy	2s/20 seconds/0s	250 radius	Body	5
18	Alarming Screech	Enemy	2s/32 seconds/0s	250 radius	Body	10
25	Alarming Cry	Enemy	2s/40 seconds/0s	250 radius	Body	13
31	Alarming Wail	Enemy	2s/52 seconds/0s	300 radius	Body	15
42	Alarming Shriek	Enemy	2s/68 seconds/0s	350 radius	Body	17

Befriend (PBAoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
20	Moan of Bidding	Enemy	2s/30 seconds/0s	350 radius	Max Level 30 (Body)	10
30	Captive Bellow	Enemy	2s/30 seconds/0s	500 radius	Max Level 40 (Body)	15
40	Alluring Call	Enemy	2s/30 seconds/0s	600 radius	Max Level 50 (Body)	20
50	Commanding Call	Enemy	2s/30 seconds/0s	750 radius	Max Level 60 (Body)	25

Fear (PBAoE Pulse)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Disconcerting Yell	Enemy	2s/15 seconds/30s	350 radius	Max Monster level 15	2/1 pulse
11	Vanquishing Screech	Enemy	2s/15 seconds/30s	350 radius	Max Monster level 27	5/2 pulse
22	Petrifying Cry	Enemy	2s/15 seconds/30s	350 radius	Max Monster level 34	9/4 pulse
29	Unnerving Bellow	Enemy	2s/15 seconds/30s	350 radius	Max Monster Level 44	14/5 pulse
39	Chilling Shriek	Enemy	2s/15 seconds/30s	350 radius	Max Monster level 54	19/6 pulse
49	Blood Curdling Scream	Enemy	2s/15 seconds/30s	350 radius	Max Monster level 65	24/7 pulse

Buff Shear Acuity (PBAoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
34	Instill Concern	Enemy	3s/0/30s	250 radius	Body	25
44	Instill Fright	Enemy	3s/0/30s	350 radius	Body	33

Nightshade (Stalker)

The Nightshade is the only assassin that incorporates a free magic line (Hibernia is the realm of magic after all), which includes some low damage, but useful offensive spells. Other than that, they are similar to their Albion and Midgard counterparts.

Pros: *Very tough at high realm ranks; magic*

Cons: *Elves and Lurikeens are low in strength*

Races Available: *Elf, Lurikeen*

Recommended Race: *Either*

Skill Points: *2.2x per level*

Key Attributes:

- *Dexterity*
- *Quickness*
- *Strength*
- *Constitution*

Specializations:

- *Blades*
- *Celtic dual*
- *Critical strike*
- *Envenom*
- *Stealth*

Armor: Up to and including leather

Master Level Path: Spymaster or Stormlord

Tradeskills: Alchemy, Fletching, Tailoring, Weaponcrafting

Misc. Abilities:

- *Sprint*
- *Evade I (1)*
- *Evade II*
- *Evade III*
- *Evade IV*
- *Evade V*
- *Evade VI*
- *Evade VII*
- *Tireless (15)*

Stealth Based Abilities:

- *Distraction (5)*
- *Danger Sense (8)*
- *Safe Fall I (10)*
- *Safe Fall II (20)*
- *Safe Fall III (30)*
- *Safe Fall IV (40)*
- *Safe Fall V (50)*
- *Detect Hidden (16)*
- *Climb Walls (25)*

Know Your Role:

Five-spec: *39 piercing, 39 critical strike, 37 stealth, 37 envenom, 23 celtic dual*

Bladeshade: *40 piercing, 39 celtic dual, 37 stealth, 37 envenom, 21 critical strike*

Note

Nightshade magic spells are gained as the character levels. Poison levels are gained by spending specialization points in envenom.

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Nightshade Magic (Baseline)

Damage

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Lesser Dusk Strike	Enemy	3.0s/0/0s	1,500 range	7 (Cold)	2
3	Dusk Strike	Enemy	3.0s/0/0s	1,500 range	10 (Cold)	3
5	Lesser Twilight Strike	Enemy	3.0s/0/0s	1,500 range	13 (Cold)	4
8	Twilight Strike	Enemy	3.0s/0/0s	1,500 range	18 (Cold)	5
12	Lesser Gloaming Strike	Enemy	3.0s/0/0s	1,500 range	24 (Cold)	8
16	Gloaming Strike	Enemy	3.0s/0/0s	1,500 range	30 (Cold)	10
22	Lesser Nocturnal Strike	Enemy	3.0s/0/0s	1,500 range	39 (Cold)	13
28	Nocturnal Strike	Enemy	3.0s/0/0s	1,500 range	48 (Cold)	17
35	Lesser Midnight Strike	Enemy	3.0s/0/0s	1,500 range	58 (Cold)	22
45	Midnight Strike	Enemy	3.0s/0/0s	1,500 range	73 (Cold)	29

Damage (Instant)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
6	Dart of Night	Enemy	0s/0/20s	700 range	12 (Cold)	4
9	Dagger of Night	Enemy	0s/0/20s	700 range	15 (Cold)	6
13	Knife of Night	Enemy	0s/0/20s	700 range	20 (Cold)	8
18	Stiletto of Night	Enemy	0s/0/20s	700 range	26 (Cold)	11
24	Arrow of Night	Enemy	0s/0/20s	700 range	33 (Cold)	15
31	Rapier of Night	Enemy	0s/0/20s	700 range	42 (Cold)	19
39	Spear of Night	Enemy	0s/0/20s	700 range	51 (Cold)	25
48	Lance of Night	Enemy	0s/0/20s	700 range	62 (Cold)	31

Poisons (Envenom Specialization)

Damage over Time

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Minor Lethal Poison	Enemy	0s/20 seconds/0s	—	9 dmg/tick	0
5	Lesser Lethal Poison	Enemy	0s/20 seconds/0s	—	12 dmg/tick	0
10	Lethal Poison	Enemy	0s/20 seconds/0s	—	16 dmg/tick	0
15	Major Lethal Poison	Enemy	0s/20 seconds/0s	—	21 dmg/tick	0
20	Greater Lethal Poison	Enemy	0s/20 seconds/0s	—	26 dmg/tick	0
25	Minor Lethal Venom	Enemy	0s/20 seconds/0s	—	31 dmg/tick	0
30	Lesser Lethal Venom	Enemy	0s/20 seconds/0s	—	37 dmg/tick	0
35	Major Lethal Venom	Enemy	0s/20 seconds/0s	—	43 dmg/tick	0
40	Greater Lethal Venom	Enemy	0s/20 seconds/0s	—	50 dmg/tick	0
45	Insidious Lethal Venom	Enemy	0s/20 seconds/0s	—	57 dmg/tick	0
50	Lifebane	Enemy	0s/20 seconds/0s	—	64 dmg/tick	0

Debuff (Strength)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Minor Weakening Poison	Enemy	0s/1 minute/0s	—	-18 Str	2
6	Lesser Weakening Poison	Enemy	0s/1 minute/0s	—	-24 Str	4
11	Major Weakening Poison	Enemy	0s/1 minute/0s	—	-33 Str	7
17	Greater Weakening Poison	Enemy	0s/1 minute/0s	—	-44 Str	10

Disease (Debuffs Strength, Speed, and Healing Rate)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Minor Infectious Serum	Enemy	3.0s/1 minute/0s	1,500 range	-7.5%/-15% (Body)	3
16	Lesser Infectious Serum	Enemy	3.0s/30 seconds/0s	1,500 range	-7.5%/-15% (Body)	10
26	Infectious Serum	Enemy	3.0s/2 minutes/0s	1,500 range	-7.5%/-15% (Body)	16
38	Major Infectious Serum	Enemy	3.0s/30 seconds/0s	1,500 range	-7.5%/-15% (Body)	24
48	Greater Infectious Serum	Enemy	3.0s/3 minutes/0s	1,500 range	-7.5%/-15% (Body)	31

Snare

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Minor Imbalance Poison	Enemy	0s/35 seconds/0s	—	-40% (Body)	3
8	Lesser Imbalance Poison	Enemy	0s/44 seconds/0s	—	-40% (Body)	5
13	Major Imbalance Poison	Enemy	0s/52 seconds/0s	—	-40% (Body)	8
18	Greater Imbalance Poison	Enemy	0s/1 second/0s	—	-40% (Body)	11
23	Minor Crippling Poison	Enemy	0s/10 seconds/0s	—	-40% (Body)	14
27	Lesser Crippling Poison	Enemy	0s/17 seconds/0s	—	-40% (Body)	17
31	Major Crippling Poison	Enemy	0s/24 seconds/0s	—	-40% (Body)	19
42	Greater Crippling Poison	Enemy	0s/43 seconds/0s	—	-40% (Body)	27

Debuff Strength/Constitution

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
22	Minor Enervating Poison	Enemy	0s/1 minute/0s	—	-55 Str/Con	13
29	Lesser Enervating Poison	Enemy	0s/1 minute/0s	—	-71 Str/Con	18
37	Major Enervating Poison	Enemy	0s/1 minute/0s	—	-91 Str/Con	23
47	Greater Enervating Poison	Enemy	0s/1 minute/0s	—	-118 Str/Con	30

Ranger (Stalker)

A more noble Hibernian stealther is the Ranger, who instead of going around assassinating people, uses his or her power to protect the forest—well, on paper at least. In reality, the Ranger is not only a great archer, but can also fight toe to toe with the best of them.

Pros: *Great range and melee*

Cons: *Lacks defense*

Races Available: *Celt, Elf, Lurikeen, Shar*

Recommended Race: *Any*

Skill Points: *2.0 per level*

Key Attributes:

Dexterity
Strength
Quickness
Constitution

Specializations:

Blades
Piercing
Celtic dual
Recurve bow
Pathfinding

Armor: Up to and including reinforced

Master Level Path: Battlemaster or Sojourner

Tradeskills: Alchemy, Fletching, Tailoring, Weaponcrafting

Misc. Abilities:

Sprint
Evade I (1)
Evade II (12)
Evade III (25)
Tireless (15)
Camouflage (30)

Know Your Role:

Archer: *50 recurve bow, 37 stealth, 29 weapon, 27 pathfinding, 19 celtic dual*

Melee: *39 weapon, 39 celtic dual, 37 stealth, 27 pathfinding, 25 recurve bow*

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Pathfinding

Shield (AF)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Determination	Self	3.0s/20 minutes/0s	—	12 af	6
4	Perseverance	Self	3.0s/20 minutes/0s	—	14 af	8
8	Self Control	Self	3.0s/20 minutes/0s	—	18 af	14
11	Iron Will	Self	3.0s/20 minutes/0s	—	24 af	18
14	Resolution	Self	3.0s/20 minutes/0s	—	31 af	22
18	Devotion	Self	3.0s/20 minutes/0s	—	35 af	30
23	Steel Mind	Self	3.0s/20 minutes/0s	—	40 af	38
31	Inner Strength	Self	3.0s/20 minutes/0s	—	50 af	50
42	Invincibility	Self	3.0s/20 minutes/0s	—	64 af	70

Buff Strength

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Vigorous Will	Self	3.0s/20 minutes/0s	—	+12 Str	3
7	Strength of Will	Self	3.0s/20 minutes/0s	—	+15 Str	6
13	Fortification of Will	Self	3.0s/20 minutes/0s	—	+20 Str	11
20	Focus of Will	Self	3.0s/20 minutes/0s	—	+26 Str	16
30	Power of Will	Self	3.0s/20 minutes/0s	—	+34 Str	25
39	Force of Will	Self	3.0s/20 minutes/0s	—	+41 Str	33
50	Sovereign Will	Self	3.0s/20 minutes/0s	—	+50 Str	43

Buff Dexterity/Quickness

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
6	Sharpened Senses	Self	3.0s/20 minutes/0s	1,000 range	+21 Dex/Qui	10
12	Keen Sight	Self	3.0s/20 minutes/0s	1,000 range	+28 Dex/Qui	20
19	Enhanced Senses	Self	3.0s/20 minutes/0s	1,000 range	+37 Dex/Qui	30
29	Honed Reflexes	Self	3.0s/20 minutes/0s	1,000 range	+49 Dex/Qui	48
40	Superior Coordination	Self	3.0s/20 minutes/0s	1,000 range	+63 Dex/Qui	68
48	Perfect Acuity	Self	3.0s/20 minutes/0s	1,000 range	+72 Dex/Qui	82

Damage Add

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Piercing Strike	Self	3.0s/20 minutes/0s	—	Bonus: Damages target for listed damage/Damage: 1.4 DPS	5
10	Incisive Strike	Self	3.0s/20 minutes/0s	—	Bonus: Damages target for listed damage/Damage: 1.8 DPS	8
15	Cutting Strike	Self	3.0s/20 minutes/0s	—	Bonus: Damages target for listed damage/Damage: 2.9 DPS	12
21	Sharpened Strike	Self	3.0s/20 minutes/0s	—	Bonus: Damages target for listed damage/Damage: 4.2 DPS	17
27	Precision Strike	Self	3.0s/20 minutes/0s	—	Bonus: Damages target for listed damage/Damage: 5.4 DPS	22

Damage Add *Continued*

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
36	Unerring Strike	Self	3.0s/20 minutes/0s	—	Bonus: Damages target for listed damage/Damage: 7.3 DPS	30
46	Perfect Strike	Self	3.0s/20 minutes/0s	—	Bonus: Damages target for listed damage/Damage: 9.4 DPS	39

Speed (Burst)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
9	Forest Shadow	Self	0s/20 seconds/600s	—	Target speed increase: 135%	16
16	Greater Forest Shadow	Self	0s/25 seconds/600s	—	Target speed increase: 150%	26
25	Forest Spirit	Self	0s/35 seconds/600s	—	Target speed increase: 165%	40
34	Greater Forest Spirit	Self	0s/45 seconds/600s	—	Target speed increase: 180%	56
43	Forest Phantom	Self	0s/50 seconds/600s	—	Target speed increase: 195%	72

Animist (Forester)

Although they have somewhat of a misleading name (they deal with plants), the Animist is the pet spam class of Hibernia. Able to conjure up mushrooms to either harm or hinder their foes and heal and support realm mates, they have a robust nuking line as well.

Pros: *Shrooms!*

Cons: *Lots of ground targeting*

Races Available: *Celt, Firbolg, Sylvan*

Recommended Race: *Sylvan*

Skill Points: *1.0 per level*

Key Attributes:

Intelligence

Dexterity

Constitution

Specializations:

Verdant Specialization (Verdant Mastery)

Creeping Path Specialization (Creeping Mastery)

Arboreal Path Specialization (Arboreal Mastery)

Armor: Cloth

Master Level Path: Convoker or Stormlord

Tradeskills: Spellcrafting, Tailoring

Misc. Abilities: Quickcast, Sprint

Know Your Role:

Shroomer: *48 verdant path, 24 arboreal mastery*

Nuker: *50 arboreal mastery, 20 creeping death or verdant path*

Note

Baseline spells are gained as the character levels, while specialty spells are gained only by spending specialization points in that spell line.

Verdant Path (Baseline)

Absorb

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
30	Protecting Spirit	Self	3.0s/20 minutes/0s	—	5 abs	19
41	Guardian Spirit	Self	3.0s/20 minutes/0s	—	10 abs	26

Bladeturn

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
19	Shield of Wood	Self	4.0s/Until Destroyed/Dispelled/0s	—	Bladeturn (0)	8%

Cure Mesmerize (Pet)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
20	Purifying Rain	Pet	5.0s/0/0s	1,000 range/350 radius		6%

Bomber (Heal Turret)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Healing Spirit	Pet	3.0s/20 seconds/0s	2,000 range	11	2
3	Mending Spirit	Pet	3.0s/20 seconds/0s	2,000 range	21	3
7	Reviving Spirit	Pet	3.0s/20 seconds/0s	2,000 range	41	5
12	Soothing Spirit	Pet	3.0s/20 seconds/0s	2,000 range	66	8
18	Meliorating Spirit	Pet	3.0s/20 seconds/0s	2,000 range	96	11
25	Restorative Spirit	Pet	3.0s/20 seconds/0s	2,000 range	131	15
33	Ministering Spirit	Pet	3.0s/20 seconds/0s	2,000 range	171	21
43	Rejuvenating Spirit	Pet	3.0s/20 seconds/0s	2,000 range	221	27

Bomber (Regen)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Spirit of Remedy	Pet	3.0s/1 minute/0s	1,500 range	+5 health every normal reg tic.	3
9	Spirit of Betterment	Pet	3.0s/1 minute/0s	1,500 range	+6 health every normal reg tic	6
16	Spirit of Relief	Pet	3.0s/1 minute/0s	1,500 range	+7 health every normal reg tic	10
28	Spirit of Regeneration	Pet	3.0s/1 minute/0s	1,500 range	+8 health every normal reg tic	17
37	Spirit of Replenishing	Pet	3.0s/1 minute/0s	1,500 range	+9 health every normal reg tic	23
47	Spirit of Nourishing	Pet	3.0s/1 minute/0s	1,500 range	+10 health every normal reg tic	30

Fire and Forget Turret (Buff Physical Resistances)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Vent of Physical Resistance	Ground Target	5.0s/2 minutes/0s	1,500 range	+3 to resists	10
17	Vent of Physical Protection	Ground Target	5.0s/2 minutes/0s	1,500 range	+6 to resists	28
32	Vent of Physical Guarding	Ground Target	5.0s/2 minutes/0s	1,500 range	+9 to resists	47
50	Vent of Physical Shielding	Ground Target	5.0s/2 minutes/0s	1,500 range	+12 to resists	65

Fire and Forget Turret (Buff Elemental Resistances)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Vent of Elemental Resistance	Ground Target	5.0s/2 minutes/0s	1,500 range	+3 to resists	5
10	Vent of Elemental Protection	Ground Target	5.0s/2 minutes/0s	1,500 range	+ 6 to resists	18
24	Vent of Elemental Guarding	Ground Target	5.0s/2 minutes/0s	1,500 range	+9 to resists	37
42	Vent of Elemental Shielding	Ground Target	5.0s/2 minutes/0s	1,500 range	+12 to resists	57

Verdant Mastery

Damage (Pet PBAoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Briar Burst	Enemy	3.0s/0/0s	350 radius	5 (Matter)	2
3	Briar Salvo	Enemy	3.0s/0/0s	350 radius	16 (Matter)	3
6	Briar Shower	Enemy	3.0s/0/0s	350 radius	31 (Matter)	4
9	Briar Cloud	Enemy	3.0s/0/0s	350 radius	46 (Matter)	6
13	Briar Discharge	Enemy	3.0s/0/0s	350 radius	62 (Matter)	8
17	Briar Eruption	Enemy	3.0s/0/0s	350 radius	81 (Matter)	10
22	Briar Barrage	Enemy	3.0s/0/0s	350 radius	102 (Matter)	13
29	Briar Explosion	Enemy	3.0s/0/0s	350 radius	137 (Matter)	18
39	Briar Detonation	Enemy	3.0s/0/0s	350 radius	183 (Matter)	25
48	Briar Storm	Enemy	3.0s/0/0s	350 radius	225 (Matter)	31

Bomber (Buff Armor, Short Duration)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
15	Guardian Emissary	Friend	2.0s/20 seconds/0s	1,500 range	+5 abs	9
20	Protector Emissary	Friend	2.0s/20 seconds/0s	1,500 range	+9 abs	12
26	Shielding Emissary	Friend	2.0s/20 seconds/0s	1,500 range	+13 abs	16
35	Buffering Emissary	Friend	2.0s/20 seconds/0s	1,500 range	+17 abs	22
40	Defending Emissary	Friend	2.0s/20 seconds/0s	1,500 range	+21 abs	25
45	Fortifying Emissary	Friend	2.0s/20 seconds/0s	1,500 range	+25 abs	29

Bomber (Buff Armor, Long Duration)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
32	Essence of the Tree	Friend	3.0s/10 minutes/0s	1,500 range	+3 abs	20
38	Essence of the Grove	Friend	3.0s/10 minutes/0s	1,500 range	+6 abs	24
46	Essence of the Forest	Friend	3.0s/10 minutes/0s	1,500 range	+9 abs	30

Bomber (Bladeturn)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
7	Woodspirit Sheath	Friend	3.0s/20 seconds/0s	1,500 range	—	5
14	Woodspirit Shield	Friend	4.0s/20 seconds/0s	1,500 range	—	9
21	Woodspirit Barrier	Friend	3.0s/20 seconds/0s	1,500 range	—	13
28	Woodspirit Guard	Friend	3.0s/20 seconds/0s	1,500 range	—	17
36	Woodspirit Wall	Friend	3.0s/20 seconds/0s	1,500 range	—	23
42	Woodspirit Seal	Friend	3.0s/20 seconds/0s	1,500 range	—	27

Fire and Forget Turret (Ablative Armor)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
12	Ligneous Sheath	Ground Target	5.0s/2 minutes/0s	1,000 range	25% chance to proc a 10% ablative	21
18	Ligneous Shield	Ground Target	5.0s/2 minutes/0s	1,000 range	25% chance to proc a 20% ablative	30
25	Ligneous Barrier	Ground Target	5.0s/2 minutes/0s	1,000 range	25% chance to proc a 30% ablative	39
34	Ligneous Guard	Ground Target	5.0s/2 minutes/0s	1,000 range	25% chance to proc a 40% ablative	49
43	Ligneous Wall	Ground Target	5.0s/2 minutes/0s	1,000 range	25% chance to proc a 50% ablative	58
50	Ligneous Seal	Ground Target	5.0s/2 minutes/0s	1,000 range	25% chance to proc a 60% ablative	65

Controllable Turret (Tank)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Battle Messenger	Ground Target	5.0s/Until Destroyed/Dispelled/0s	1,000 range	5.2 damage taunt	10
10	Battle Crier	Ground Target	5.0s/Until Destroyed/Dispelled/0s	1,000 range	10.9 damage taunt	18
16	Battle Herald	Ground Target	5.0s/Until Destroyed/Dispelled/0s	1,000 range	18.4 damage taunt	27
23	Battle Harbinger	Ground Target	5.0s/Until Destroyed/Dispelled/0s	1,000 range	28 damage taunt	36
30	War Messenger	Ground Target	5.0s/Until Destroyed/Dispelled/0s	1,000 range	38.7 damage taunt	45
37	War Crier	Ground Target	5.0s/Until Destroyed/Dispelled/0s	1,000 range	50.3 damage taunt	52
49	War Herald	Ground Target	5.0s/Until Destroyed/Dispelled/0s	1,000 range	72.5 damage taunt	64

Creeping Path (Baseline)

Release Pets

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Release Clump	Enemy	0s/0/0s	4,000 range/500 radius	—	3

Debuff (Constitution)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
12	Sap Strength	Enemy	0s/30 seconds/5s	1,500 range	-19 Con	6
18	Bleed Strength	Enemy	0s/30 seconds/5s	1,500 range	-24 Con	9
23	Subvert Strength	Enemy	0s/30 seconds/5s	1,500 range	-28 Con	11
30	Exhaust Strength	Enemy	0s/30 seconds/5s	1,500 range	-34 Con	14
37	Sap Might	Enemy	0s/30 seconds/5s	1,500 range	-39 Con	18
46	Bleed Might	Enemy	0s/30 seconds/5s	1,500 range	-46 Con	22

Bomber (Damage and Debuff)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Wisp Heat	Enemy	3.0s/20 seconds/0s	1,500 range	5.2 (Body)	2
3	Wisp Glow	Enemy	3.0s/20 seconds/0s	1,500 range	13.6 (Body)	3
7	Wisp Spark	Enemy	3.0s/20 seconds/0s	1,500 range	29 (Body)	5
10	Wisp Fire	Enemy	3.0s/20 seconds/0s	1,500 range	37.4 (Body)	6
15	Wisp Flame	Enemy	3.0s/20 seconds/0s	1,500 range	57 (Body)	9
20	Wisp Blaze	Enemy	3.0s/20 seconds/0s	1,500 range	73.1 (Body)	12
27	Wisp Flare	Enemy	3.0s/20 seconds/0s	1,500 range	100.4 (Body)	17
34	Wisp Pyre	Enemy	3.0s/20 seconds/0s	1,500 range	124.2 (Body)	21
44	Wisp Inferno	Enemy	3.0s/20 seconds/0s	1,500 range	159.9 (Body)	28

Bomber (Root)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
8	Spreading Vines	Enemy	2.5s/20 seconds/0s	1,500 range	—	4
13	Ripening Vines	Enemy	2.5s/20 seconds/0s	1,500 range	—	6
19	Expanding Vines	Enemy	2.5s/20 seconds/0s	1,500 range	—	9
26	Branching Vines	Enemy	2.5s/20 seconds/0s	1,500 range	—	12
31	Growing Vines	Enemy	2.5s/20 seconds/0s	1,500 range	—	15
40	Shooting Vines	Enemy	2.5s/20 seconds/0s	1,500 range	—	20
49	Rampant Vines	Enemy	2.5s/20 seconds/0s	1,500 range	—	25

Fire and Forget Turret (Damage)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Forest's Advocate	Ground Target	5.0s/2 minutes/0s	1,000 range	21.3 (Body)	10
9	Forest's Emissary	Ground Target	5.0s/2 minutes/0s	1,000 range	37.4 (Body)	16
16	Forest's Essence	Ground Target	5.0s/2 minutes/0s	1,000 range	61.2 (Body)	27
21	Forest's Spirit	Ground Target	5.0s/2 minutes/0s	1,000 range	76.6 (Body)	34
28	Forest's Heart	Ground Target	5.0s/2 minutes/0s	1,000 range	104.6 (Body)	42
35	Forest's Soul	Ground Target	5.0s/2 minutes/0s	1,000 range	128.4 (Body)	50
43	Forest's Incarnation	Ground Target	5.0s/2 minutes/0s	1,000 range	155.7 (Body)	58
50	Forest's Core	Ground Target	5.0s/2 minutes/0s	1,000 range	179.5 (Body)	65

Creeping Mastery

Bomber (AoE Armor Debuff)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Dancing Spark	Enemy	2.0s/20 seconds/0s	1,500 range	—	4
10	Dancing Gleam	Enemy	2.0s/20 seconds/0s	1,500 range	—	6
16	Dancing Glint	Enemy	2.0s/20 seconds/0s	1,500 range	—	10
24	Dancing Flame	Enemy	2.0s/20 seconds/0s	1,500 range	—	15
33	Dancing Light	Enemy	2.0s/20 seconds/0s	1,500 range	—	21
43	Dancing Flare	Enemy	2.0s/20 seconds/0s	1,500 range	—	27

Bomber (AoE Root)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
12	Constraining Spirit	Enemy	2.0s/20 seconds/0s	1,500 range	—	8
18	Entangling Spirit	Enemy	2.0s/20 seconds/0s	1,500 range	—	11
26	Grasping Spirit	Enemy	2.0s/20 seconds/0s	1,500 range	—	16
34	Constricting Spirit	Enemy	2.0s/20 seconds/0s	1,500 range	—	21
44	Binding Spirit	Enemy	2.0s/20 seconds/0s	1,500 range	—	28

Fire and Forget Turret (Debuff Damage)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Spore Spewer	Ground Target	5.0s/2 minutes/0s	1,000 range	—	3
4	Spore Secreter	Ground Target	5.0s/2 minutes/0s	1,000 range	—	8
9	Spore Ejector	Ground Target	5.0s/2 minutes/0s	1,000 range	—	16
14	Spore Emitter	Ground Target	5.0s/2 minutes/0s	1,000 range	—	24
19	Spore Vent	Ground Target	5.0s/2 minutes/0s	1,000 range	—	31
28	Spore Jet	Ground Target	5.0s/2 minutes/0s	1,000 range	—	42
37	Spore Erupter	Ground Target	5.0s/2 minutes/0s	1,000 range	—	52
46	Spore Cannon	Ground Target	5.0s/2 minutes/0s	1,000 range	—	61

Fire and Forget Turret (Pulsing PBAoE Damage Debuff)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Sporespawn Seedling	Ground Target	5.0s/2 minutes/0s	1,000 range	—	7
8	Sporespawn Sapling	Ground Target	5.0s/2 minutes/0s	1,000 range	—	15
15	Sporespawn Youngling	Ground Target	5.0s/2 minutes/0s	1,000 range	—	25

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
25	Sporespawn Youth	Ground Target	5.0s/2 minutes/0s	1,000 range	—	39
35	Sporespawn	Ground Target	5.0s/2 minutes/0s	1,000 range	—	50
41	Aged Sporespawn	Ground Target	5.0s/2 minutes/0s	1,000 range	—	56
50	Elder Sporespawn	Ground Target	5.0s/2 minutes/0s	1,000 range	—	65

Controllable Turret (Damage and Snare)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Grove's Assailant	Ground Target	5.0s/Until Destroyed/Dispelled/0s	1,000 range	9.4 (Body)	5
6	Grove's Hunter	Ground Target	5.0s/Until Destroyed/Dispelled/0s	1,000 range	25.5 (Body)	12
11	Grove's Eliminator	Ground Target	5.0s/Until Destroyed/Dispelled/0s	1,000 range	40.9 (Body)	20
17	Grove's Enforcer	Ground Target	5.0s/Until Destroyed/Dispelled/0s	1,000 range	64.7 (Body)	28
22	Grove's Agent	Ground Target	5.0s/Until Destroyed/Dispelled/0s	1,000 range	80.8 (Body)	35
29	Grove's Inquisitor	Ground Target	5.0s/Until Destroyed/Dispelled/0s	1,000 range	108.1 (Body)	43
36	Grove's Executioner	Ground Target	5.0s/Until Destroyed/Dispelled/0s	1,000 range	131.9 (Body)	51
45	Grove's Assassin	Ground Target	5.0s/Until Destroyed/Dispelled/0s	1,000 range	164.1 (Body)	60

Arboreal Path (Baseline)

Shield (AF)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Grove's Protection	Self	3.0s/20 minutes/0s	—	13 af	2
3	Grove's Buffer	Self	3.0s/20 minutes/0s	—	22 af	3
5	Grove's Defense	Self	3.0s/20 minutes/0s	—	32 af	4
9	Grove's Guard	Self	3.0s/20 minutes/0s	—	51 af	6
13	Grove's Shield	Self	3.0s/20 minutes/0s	—	71 af	8
18	Grove's Refuge	Self	3.0s/20 minutes/0s	—	95 af	11
24	Grove's Armor	Self	3.0s/20 minutes/0s	—	124 af	15
31	Grove's Ward	Self	3.0s/20 minutes/0s	—	158 af	19
40	Grove's Sanctuary	Self	3.0s/20 minutes/0s	—	201 af	25
50	Grove's Aegis	Self	3.0s/20 minutes/0s	—	250 af	33

Damage Shield

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
7	Thorns of Retribution	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 1.2 DPS	5
10	Grove's Anguish	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 1.5 DPS	6
14	Wood's Vengeance	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 1.9 DPS	9
21	Forest's Revenge	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 2.5 DPS	13
30	Earthspirit's Ire	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 3.3 DPS	19
39	Nature's Retaliation	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 4.1 DPS	25
48	Nature's Heart of Wrath	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 4.9 DPS	31

Lifedrain

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Threshing the Chaff	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 30% of damage done as health for the caster/Damage: 9 (Energy)	2
4	Natural Selection	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 30% of damage done as health for the caster/Damage: 17 (Energy)	3
6	Culling the Weak	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 30% of damage done as health for the caster/Damage: 25 (Energy)	4
8	Survival of the Fittest	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 30% of damage done as health for the caster/Damage: 33 (Energy)	5
12	Strength of the Defender	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 30% of damage done as health for the caster/Damage: 45 (Energy)	8
16	Right of Life	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 30% of damage done as health for the caster/Damage: 61 (Energy)	10
22	Enemy's Debt	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 30% of damage done as health for the caster/Damage: 80 (Energy)	13
28	Force of Nature	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 40% of damage done as health for the caster/Damage: 104 (Energy)	17
35	Cycle of Life	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 40% of damage done as health for the caster/Damage: 128 (Energy)	22
45	Cycle of Death	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 50% of damage done as health for the caster/Damage: 164 (Energy)	29

Arboreal Mastery

Bomber (Damage)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Spirit of Anger	Enemy	3.0s/20 seconds/0s	1,500 range	5.4 (Body)	2
3	Spirit of Ire	Enemy	3.0s/20 seconds/0s	1,500 range	16.2 (Body)	3
6	Spirit of Outrage	Enemy	3.0s/20 seconds/0s	1,500 range	31.5 (Body)	4
8	Spirit of Aggravation	Enemy	3.0s/20 seconds/0s	1,500 range	41.4 (Body)	5
12	Spirit of Enmity	Enemy	3.0s/20 seconds/0s	1,500 range	56.7 (Body)	8
16	Spirit of Rage	Enemy	3.0s/20 seconds/0s	1,500 range	77.4 (Body)	10
22	Spirit of Wrath	Enemy	3.0s/20 seconds/0s	1,500 range	102.6 (Body)	13
30	Spirit of Fury	Enemy	3.0s/20 seconds/0s	1,500 range	137.7 (Body)	19
39	Spirit of Vengeance	Enemy	3.0s/20 seconds/0s	1,500 range	183.6 (Body)	25
48	Spirit of Hatred	Enemy	3.0s/20 seconds/0s	1,500 range	225 (Body)	31

Bomber (AoE Damage)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
14	Circle of Anger	Enemy	3.0s/20 seconds/0s	1,500 range	51.8 (Body)	9
20	Circle of Enmity	Enemy	3.0s/20 seconds/0s	1,500 range	72.1 (Body)	12
27	Circle of Fury	Enemy	3.0s/20 seconds/0s	1,500 range	99.4 (Body)	17
34	Circle of Wrath	Enemy	3.0s/20 seconds/0s	1,500 range	123.2 (Body)	21
42	Circle of Rage	Enemy	3.0s/20 seconds/0s	1,500 range	151.2 (Body)	27
50	Circle of Vengeance	Enemy	3.0s/20 seconds/0s	1,500 range	178.5 (Body)	33

Fire and Forget Turret (Root)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
7	Tangler Sapling	Ground Target	5.0s/2 minutes/0s	1,000 range	—	13
22	Tangler Youngling	Ground Target	5.0s/2 minutes/0s	1,000 range	—	35
29	Tangler Youth	Ground Target	5.0s/2 minutes/0s	1,000 range	—	43
36	Tangler	Ground Target	5.0s/2 minutes/0s	1,000 range	—	51
43	Aged Tangler	Ground Target	5.0s/2 minutes/0s	1,000 range	—	58
49	Elder Tangler	Ground Target	5.0s/2 minutes/0s	1,000 range	—	64

Controllable Turret (Damage)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Forest's Servant	Ground Target	5.0s/Until Destroyed/Dispelled/0s	1,000 range	26.1 (Body)	10
9	Forest's Companion	Ground Target	5.0s/Until Destroyed/Dispelled/0s	1,000 range	46.8 (Body)	16
11	Forest's Compatriot	Ground Target	5.0s/Until Destroyed/Dispelled/0s	1,000 range	51.3 (Body)	20
18	Forest's Aid	Ground Target	5.0s/Until Destroyed/Dispelled/0s	1,000 range	87.3 (Body)	30
24	Forest's Sentry	Ground Target	5.0s/Until Destroyed/Dispelled/0s	1,000 range	112.5 (Body)	37
35	Forest's Bulwark	Ground Target	5.0s/Until Destroyed/Dispelled/0s	1,000 range	163.8 (Body)	50
44	Forest's Protector	Ground Target	5.0s/Until Destroyed/Dispelled/0s	1,000 range	204.3 (Body)	59

Valewalker (Forester)

One of the most underplayed but solid classes in Hibernia is the Valewalker, who uses magic and melee to battle the foes of the realm. Don't let that cloth armor fool you, with buffs they are as durable as any heavy tank.

Pros: *Nice melee and spell damage*

Cons: *Other tanks or casters take group spots away*

Races Available: *Celt, Firbolg, Sylvan*

Recommended Race: *Celt*

Skill Points: *2.0 per level*

Key Attributes:

- *Strength*
- *Dexterity*
- *Constitution*
- *Intelligence*
- *Quickness*

Specializations:

- *Scythe*
- *Parry*
- *Arboreal Specialization (Valewalking)*

Armor: Cloth

Master Level Path: Battlemaster or Stormlord

Tradeskills: Alchemy, Tailoring

Misc. Abilities:

- *Sprint*
- *Evade I (5)*
- *Evade II (10)*
- *Evade III (20)*
- *Evade IV (30)*
- *Tireless (15)*

Know Your Role:

Defensive: *50 scythe, 34 arboreal path, 26 parry*

Offensive: *50 scythe, 43 arboreal path, 2 parry*

NOTE

Baseline spells are gained as the character levels, while specialty spells are gained only by spending specialization points in that spell line.

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Arboreal Path (Baseline)

Shield (AF)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Grove's Protection	Self	3.0s/20 minutes/0s	—	13 af	2
3	Grove's Buffer	Self	3.0s/20 minutes/0s	—	22 af	3
5	Grove's Defense	Self	3.0s/20 minutes/0s	—	32 af	4
9	Grove's Guard	Self	3.0s/20 minutes/0s	—	51 af	6
13	Grove's Shield	Self	3.0s/20 minutes/0s	—	71 af	8
18	Grove's Refuge	Self	3.0s/20 minutes/0s	—	95 af	11
24	Grove's Armor	Self	3.0s/20 minutes/0s	—	124 af	15
31	Grove's Ward	Self	3.0s/20 minutes/0s	—	158 af	19
40	Grove's Sanctuary	Self	3.0s/20 minutes/0s	—	201 af	25
50	Grove's Aegis	Self	3.0s/20 minutes/0s	—	250 af	33

Damage Shield

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
7	Thorns of Retribution	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 1.2 DPS	5
10	Grove's Anguish	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 1.5 DPS	6
14	Wood's Vengeance	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 1.9 DPS	9
21	Forest's Revenge	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 2.5 DPS	13
30	Earthspirit's Ire	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 3.3 DPS	19
39	Nature's Retaliation	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 4.1 DPS	25
48	Nature's Heart of Wrath	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 4.9 DPS	31

Lifedrain

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Threshing the Chaff	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 30% of damage done as health for the caster/Damage: 9 (Energy)	2
4	Natural Selection	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 30% of damage done as health for the caster/Damage: 17 (Energy)	3
6	Culling the Weak	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 30% of damage done as health for the caster/Damage: 25 (Energy)	4
8	Survival of the Fittest	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 30% of damage done as health for the caster/Damage: 33 (Energy)	5
12	Strength of the Defender	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 30% of damage done as health for the caster/Damage: 45 (Energy)	8
16	Right of Life	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 30% of damage done as health for the caster/Damage: 61 (Energy)	10
22	Enemy's Debt	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 30% of damage done as health for the caster/Damage: 80 (Energy)	13

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
28	Force of Nature	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 40% of damage done as health for the caster/Damage: 104 (Energy)	17
35	Cycle of Life	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 40% of damage done as health for the caster/Damage: 128 (Energy)	22
45	Cycle of Death	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 50% of damage done as health for the caster/Damage: 164 (Energy)	29

Arboreal Mastery (Valewalker Specialization)

Absorb

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Moss Padding	Self	3.0s/20 minutes/0s	—	15 abs	4
10	Moss Coat	Self	3.0s/20 minutes/0s	—	18 abs	6
15	Moss Buffer	Self	3.0s/20 minutes/0s	—	21 abs	9
20	Moss Cover	Self	3.0s/20 minutes/0s	—	24 abs	12
25	Moss Wrap	Self	3.0s/20 minutes/0s	—	27 abs	15
30	Moss Sheet	Self	3.0s/20 minutes/0s	—	30 abs	19
34	Moss Cloak	Self	3.0s/20 minutes/0s	—	33 abs	21

Buff Combat Speed

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Speed of Kudzu	Self	0s/30 seconds/120s	—	Target hasted: 16%	3
8	Rushing Kudzu	Self	0s/30 seconds/120s	—	Target hasted: 19%	5
14	Alacrity of Kudzu	Self	0s/30 seconds/120s	—	Target hasted: 22%	9
21	Haste of Kudzu	Self	0s/30 seconds/120s	—	Target hasted: 25%	13
31	Pace of Kudzu	Self	0s/30 seconds/120s	—	Target hasted: 30%	19
38	Celerity of Kudzu	Self	0s/30 seconds/120s	—	Target hasted: 34%	24
48	Rampant Speed	Self	0s/30 seconds/120s	—	Target hasted: 39%	31

Snare

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Close Path	Enemy	0s/7 seconds/20s	1,500 range	-35% (Matter)	2
9	Hide Path	Enemy	0s/17 seconds/20s	1,500 range	-35% (Matter)	6
11	Conceal Path	Enemy	0s/20 seconds/20s	1,500 range	-35% (Matter)	7
17	Obscure Path	Enemy	0s/28 seconds/20s	1,500 range	-35% (Matter)	10
22	Disguise Path	Enemy	0s/35 seconds/20s	1,500 range	-35% (Matter)	13
32	Veil Path	Enemy	0s/49 seconds/20s	1,500 range	-35% (Matter)	20
37	Darken Path	Enemy	0s/56 seconds/20s	1,500 range	-35% (Matter)	23
47	Mask Path	Enemy	0s/1 minute 10 seconds/20s	1,500 range	-35% (Matter)	30

Offensive Proc

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
7	Blightstrike	Self	3.0s/20 minutes/0s	1,500 range	10% chance to proc 15 (Disease)	5
16	Banestrike	Self	3.0s/20 minutes/0s	1,500 range	10% chance to proc 25 (Disease)	10
27	Rotstrike	Self	3.0s/20 minutes/0s	1,500 range	10% chance to proc 35 (Disease)	17
36	Scourgestrike	Self	3.0s/20 minutes/0s	1,500 range	10% chance to proc 45 (Disease)	23
46	Witherstrike	Self	3.0s/20 minutes/0s	1,500 range	10% chance to proc 55 (Disease)	30

Defensive Proc

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
13	Barkcrust	Self	3.0s/20 minutes/0s	1,000 range	30 hp (Matter)	8
19	Barkhusk	Self	3.0s/20 minutes/0s	1,000 range	50 hp (Matter)	12
26	Barkcoat	Self	3.0s/20 minutes/0s	1,000 range	70 hp (Matter)	16
33	Barksheath	Self	3.0s/20 minutes/0s	1,000 range	90 hp (Matter)	21
43	Barkcase	Self	3.0s/20 minutes/0s	1,000 range	110 hp (Matter)	27
50	Barkshell	Self	3.0s/20 minutes/0s	1,000 range	130 hp (Matter)	33

Damage over Time (Instant)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Nature's Nausea	Enemy	0s/24 seconds/30s	1,500 range	2 dmg/tick	2
6	Nature's Ill	Enemy	0s/24 seconds/30s	1,500 range	5 dmg/tick	4
12	Nature's Rot	Enemy	0s/24 seconds/30s	1,500 range	7 dmg/tick	8
18	Nature's Decay	Enemy	0s/24 seconds/30s	1,500 range	10 dmg/tick	11
23	Nature's Toxin	Enemy	0s/24 seconds/30s	1,500 range	12 dmg/tick	14
29	Nature's Blight	Enemy	0s/24 seconds/30s	1,500 range	14 dmg/tick	18
35	Nature's Venom	Enemy	0s/24 seconds/30s	1,500 range	17 dmg/tick	22
42	Nature's Poison	Enemy	0s/24 seconds/30s	1,500 range	20 dmg/tick	27
49	Nature's Bane	Enemy	0s/24 seconds/30s	1,500 range	23 dmg/tick	32

Vampiir (Forester)

The jack of all trades and soloer supreme of Hibernia is the Vampiir, who has a number of stealth, magic, healing, and fighting abilities. Buffs have no effect on them either, because they come with their own naturally. Casting spells in one hand, swinging a sword in the other, Vampiirs can do it all.

Pros: *Don't need buffs, great solo class, tons of utility*

Cons: *The looming nerf hammer*

Races Available: *Celt, Lurikeen, Shar*

Recommended Race: *Shar*

Skill Points: *1.5x per level*

Key Attributes:

- *Strength*
- *Constitution*
- *Dexterity*
- *Quickness*

Specializations:

- *Piercing*
- *Shadow Mastery*
- *Vampiiric Embrace*
- *Dementia*

Armor: Up to and including leather

Master Level Path: Banelord or Warlord

Tradeskills: Alchemy, Armorcrafting, Fletching, Tailoring, Weaponcrafting

Misc. Abilities:

- *Sprint*
- *Leeching Bolt (5)*
- *Safe Fall I (10)*
- *Gorging Bolt (10)*
- *Tireless (15)*
- *Safe Fall II (20)*
- *Abating Bolt (20)*
- *Climb Walls (25)*
- *Safe Fall III (30)*
- *Draining Bolt (30)*
- *Gnawing Bolt (35)*
- *Safe Fall IV (40)*
- *Consuming Bolt (40)*
- *Ravishing Bolt (45)*
- *Safe Fall V (50)*
- *Devouring Bolt (50)*
- *Vampiir Strength (+3 strength every level starting level 6)*
- *Vampiir Dexterity (+3 dexterity every level starting level 6)*
- *Vampiir Constitution (+3 constitution every level starting level 6)*
- *Vampiir Quickness (+2 quickness every level starting level 6)*

Know Your Role:

Solo: *43 piercing, 38 shadow mastery, 32 vampiiric embrace*

Group: *48 vampiiric embrace, 43 piercing, 13 shadow mastery*

Note

All Vampiir spell lines require specialization points.

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Shadow Mastery

Endurance Tap

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Dulling Embrace	Enemy	3s/0/15s	500 range	10 (Body)	2%
5	Taxing Embrace	Enemy	3s/0/15s	500 range	30 (Body)	6%
8	Toiling Embrace	Enemy	3s/0/15s	500 range	35 (Body)	7%
13	Tiring Embrace	Enemy	3s/0/15s	500 range	40 (Body)	8%
17	Fatiguing Embrace	Enemy	3s/0/15s	500 range	45 (Body)	9%
22	Weakening Embrace	Enemy	3s/0/15s	500 range	50 (Body)	10%
28	Grueling Embrace	Enemy	3s/0/15s	500 range	55 (Body)	12%
32	Enervating Embrace	Enemy	3s/0/15s	500 range	65 (Body)	14%
37	Burdening Embrace	Enemy	3s/0/15s	500 range	75 (Body)	16%
43	Draining Embrace	Enemy	3s/0/15s	500 range	85 (Body)	18%
48	Exhausting Embrace	Enemy	3s/0/15s	500 range	100 (Body)	20%

Speed (Self)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Vampiir's Sprint	Self	3s/5 min/0s	—	1	2
11	Vampiir's Speed	Self	3s/5 min/0s	—	2	10
20	Vampiir's Stride	Self	3s/5 min/0s	—	3	20
33	Vampiir's Rush	Self	3s/5 min/0s	—	4	30
44	Vampiir's Charge	Self	3s/5 min/0s	—	5	38

Magical Strike

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Heated Claw	Enemy	0s/0/0s	250 range	12 (Heat)	2
9	Fiery Claw	Enemy	0s/0/0s	250 range	36 (Heat)	4
14	Smoltering Claw	Enemy	0s/0/0s	250 range	60 (Heat)	7
19	Flaring Claw	Enemy	0s/0/0s	250 range	80 (Heat)	9
24	Scorching Claw	Enemy	0s/0/0s	250 range	100 (Heat)	12
29	Sweltering Claw	Enemy	0s/0/0s	250 range	120 (Heat)	14
34	Burning Claw	Enemy	0s/0/0s	250 range	135 (Heat)	17
40	Searing Claw	Enemy	0s/0/0s	250 range	160 (Heat)	20
49	Blazing Claw	Enemy	0s/0/0s	250 range	200 (Heat)	24

Snare (Maintained)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
30	Voice of Shock	Enemy	3s/Maintained/5s	700 range	40% Snare (Body)	12 + 1/pulse
47	Voice of Horror	Enemy	3s/Maintained/5s	700 range	70% Snare (Body)	20 + 1/pulse

Buff Parry (Castable in Combat)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
7	Resist Attack	Self	3s/1 minutes/15s	—	5%	4
12	Deflect Attack	Self	3s/1 minutes/15s	—	11%	10
16	Avert Attack	Self	3s/1 minutes/15s	—	17%	20

Buff Parry (Castable in Combat) *Continued*

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
23	Divert Attack	Self	3s/1 minute/15s	—	23%	30
31	Deter Attack	Self	3s/1 minute/15s	—	31%	40
42	Foil Attack	Self	3s/1 minute/15s	—	41%	50
50	Negate Attack	Self	3s/1 minute/15s	—	49%	60

Heal over Time (Castable in Combat)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Recuperation	Self	3s/15 seconds/15s	—	15/pulse	6
15	Restoration	Self	3s/15 seconds/15s	—	45/pulse	14
21	Renewal	Self	3s/15 seconds/15s	—	90/pulse	20
38	Regeneration	Self	3s/15 seconds/15s	—	180/pulse	40
46	Greater Regeneration	Self	3s/15 seconds/15s	—	300/pulse	60

Buff Combat Speed (Castable in Combat)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
10	Darkened Swiftness	Self	3s/1 minute/15s	—	10%	10
18	Darkened Quickness	Self	3s/1 minute/15s	—	18%	20
27	Darkened Alacrity	Self	3s/1 minute/15s	—	27%	30
36	Darkened Urgency	Self	3s/1 minute/15s	—	36%	40
45	Darkened Haste	Self	3s/1 minute/15s	—	45%	60

Vampiiric Embrace

Damage

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Vampiir's Heat	Enemy	3s/0/0s	1,500 range	Bonus: 10/Damage: 5 (Heat)	2
8	Vampiir's Sparks	Enemy	3s/0/0s	1,500 range	20 (Heat)	4
14	Vampiir's Embers	Enemy	3s/0/0s	1,500 range	30 (Heat)	6
18	Vampiir's Flare	Enemy	3s/0/0s	1,500 range	40 (Heat)	9
22	Vampiir's Flame	Enemy	3s/0/0s	1,500 range	50 (Heat)	11
26	Vampiir's Fire	Enemy	3s/0/0s	1,500 range	60 (Heat)	13
30	Vampiir's Pyre	Enemy	3s/0/0s	1,500 range	70 (Heat)	15
36	Vampiir's Blaze	Enemy	3s/0/0s	1,500 range	80 (Heat)	18
42	Vampiir's Combustion	Enemy	3s/0/0s	1,500 range	90 (Heat)	21
47	Vampiir's Inferno	Enemy	3s/0/0s	1,500 range	100 (Heat)	24

Buff Evasion

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
6	Shadow's Reflex	Self	3s/1 minute/15s	—	6%	6
12	Shadow's Quickness	Self	3s/1 minute/15s	—	12%	16
17	Shadow's Agility	Self	3s/1 minute/15s	—	18%	24
24	Shadow's Acuteness	Self	3s/1 minute/15s	—	24%	36
31	Shadow's Nimbleness	Self	3s/1 minute/15s	—	32%	48
40	Shadow's Fleetness	Self	3s/1 minute/15s	—	40%	60
50	Shadow's Swiftness	Self	3s/1 minute/15s	—	50%	76

Magical Strike

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Cutting Claw	Enemy	3s/0/0s	—	12 (Matter)	2
9	Slicing Claw	Enemy	3s/0/0s	—	36 (Matter)	5
15	Fragmenting Claw	Enemy	3s/0/0s	—	60 (Matter)	7
19	Lacerating Claw	Enemy	3s/0/0s	—	80 (Matter)	9
25	Tearing Claw	Enemy	3s/0/0s	—	100 (Matter)	12
27	Slashing Claw	Enemy	3s/0/0s	—	120 (Matter)	13
34	Piercing Claw	Enemy	3s/0/0s	—	135 (Matter)	17
41	Thrusting Claw	Enemy	3s/0/0s	—	160 (Matter)	20
48	Hacking Claw	Enemy	3s/0/0s	—	200 (Matter)	24

Buff Weapon Skill

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Minor Force	Self	3s/1 minute/15s	—	3%	2
10	Force	Self	3s/1 minute/15s	—	9%	6
20	Greater Force	Self	3s/1 minute/15s	—	15%	14
33	Major Force	Self	3s/1 minute/15s	—	24%	22
46	Maximum Force	Self	3s/1 minute/15s	—	30%	40

Debuff (Fumble)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
11	Call of the Raven	Enemy	3s/30 seconds/15s	500 range	10% (Body)	6
21	Vengeance of the Raven	Enemy	3s/30 seconds/15s	500 range	30% (Body)	11
32	Wrath of the Raven	Enemy	3s/30 seconds/15s	500 range	50% (Body)	16

Buff Stealth Detection

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
13	Vampiiric Awareness	Self	3s/1 minute/30s	250 radius	Checks 250 radius	10
28	Vampiiric Sight	Self	3s/1 minute/30s	325 radius	Checks 325 radius	20
38	Vampiiric Senses	Self	3s/1 minute/30s	450 radius	Checks 450 radius	30

NPC Dismissal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
29	Suppress	Enemy	3s/20 seconds/10s	500 range	Max Level 35	8
39	Subdue	Enemy	3s/25 seconds/10s	500 range	Max Level 50	15
49	Neutralize	Enemy	3s/45 seconds/10s	500 range	Max Level 65	23

Dementia

Magical Strike

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Chilled Claw	Enemy	3s/0/0s	—	12 (Cold)	2
10	Icy Claw	Enemy	3s/0/0s	—	36 (Cold)	5
15	Frigid Claw	Enemy	3s/0/0s	—	60 (Cold)	7

Magical Strike *Continued*

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
20	Freezing Claw	Enemy	3s/0/0s	—	80 (Cold)	9
24	Bitter Claw	Enemy	3s/0/0s	—	100 (Cold)	12
27	Iced Claw	Enemy	3s/0/0s	—	120 (Cold)	13
34	Frost-bound Claw	Enemy	3s/0/0s	—	135 (Cold)	17
41	Polar Claw	Enemy	3s/0/0s	—	160 (Cold)	20
48	Arctic Claw	Enemy	3s/0/0s	—	200 (Cold)	24

Buff (Melee Resistance)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
8	Hardened Skin	Self	3s/1 minute/15s	—	5%	6
13	Solidified Skin	Self	3s/1 minute/15s	—	10%	20
23	Fortified Skin	Self	3s/1 minute/15s	—	14%	30
33	Impenetrable Skin	Self	3s/1 minute/15s	—	18%	40
43	Impervious Skin	Self	3s/1 minute/15s	—	22%	50

Buff (Magic Resistance)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
11	Resist Magic	Self	3s/1 minute/15s	—	5%	4
18	Deflect Magic	Self	3s/1 minute/15s	—	16%	20
25	Avert Magic	Self	3s/1 minute/15s	—	26%	30
35	Negate Magic	Self	3s/1 minute/15s	—	35%	40
44	Destroy Magic	Self	3s/1 minute/15s	—	44%	55

Debuff (Random Armor)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Wither Defense	Enemy	3s/1 minute/0s	500 range	10-May	4
16	Cancel Defenses	Enemy	3s/1 minute/0s	500 range	20-Oct	14
28	Negate Defenses	Enemy	3s/1 minute/0s	500 range	15/30	20
37	Remove Defenses	Enemy	3s/1 minute/0s	500 range	25/50	30
49	Destroy Defenses	Enemy	3s/1 minute/0s	500 range	30/50	40

Mesmerize (Maintained)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
30	Mesmerizing Glare	Enemy	3s/10 seconds/5s	700 range	—	13
40	Mesmerizing Scowl	Enemy	3s/10 seconds/5s	700 range	—	30
50	Mesmerizing Glower	Enemy	3s/10 seconds/5s	700 range	—	30

Debuff (Skill Bonus)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
14	Impress Dread	Enemy	3s/10 seconds/10s	500 range	—	6
26	Impress Ambiguity	Enemy	3s/15 seconds/10s	500 range	—	12
38	Impress Confusion	Enemy	3s/20 seconds/10s	500 range	—	18
46	Impress Amnesia	Enemy	3s/25 seconds/10s	500 range	—	24

Debuff Effectiveness (Maintained)

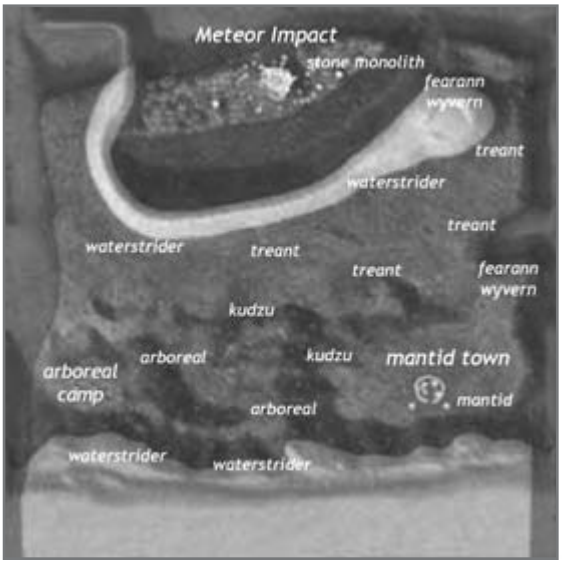
Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Hinder Senses	Enemy	3s/10 seconds/10s	500 range	2%	1
9	Weaken Senses	Enemy	3s/10 seconds/10s	500 range	9%	3
19	Diminish Senses	Enemy	3s/10 seconds/10s	500 range	19%	9
29	Abate Senses	Enemy	3s/10 seconds/10s	500 range	29%	14
39	Banish Senses	Enemy	3s/10 seconds/10s	500 range	39%	19
47	Devastate Senses	Enemy	3s/10 seconds/10s	500 range	47%	23

Buff Shear (Random)

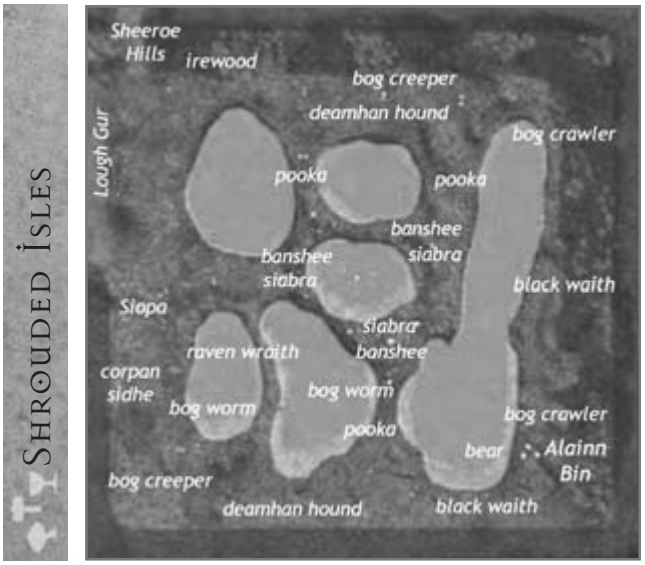
Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
45	Self Destruction	Enemy	3s/45 seconds/15s	500 range	—	20

Zones

Alltа Fearann

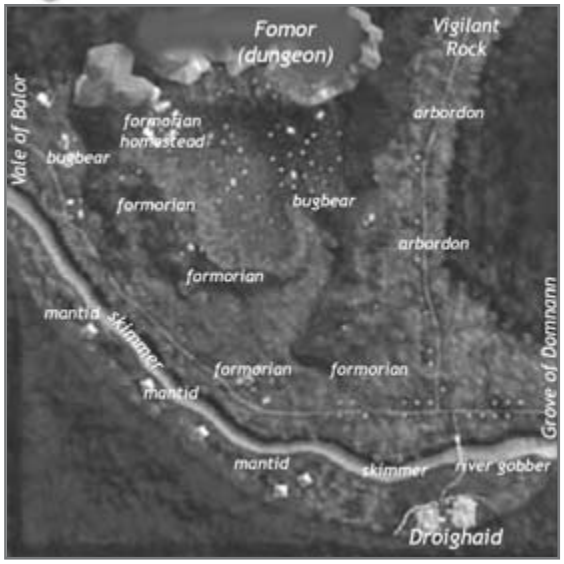


Shrouded Isles

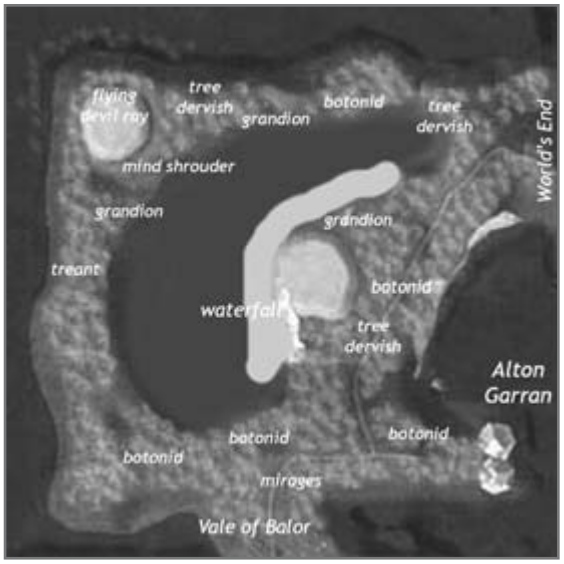


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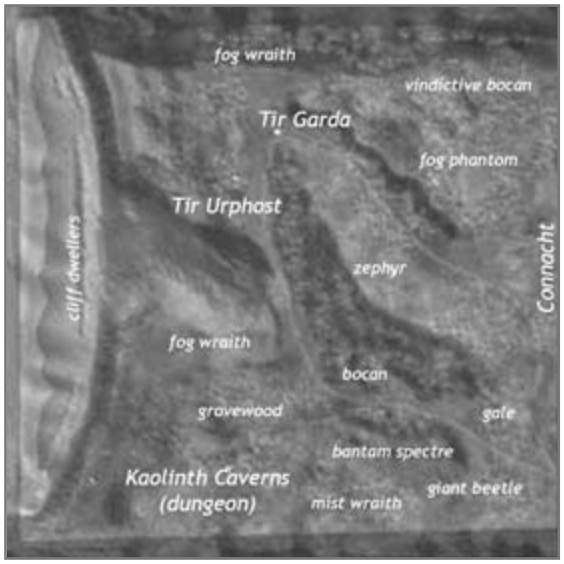
Bog of Cullen



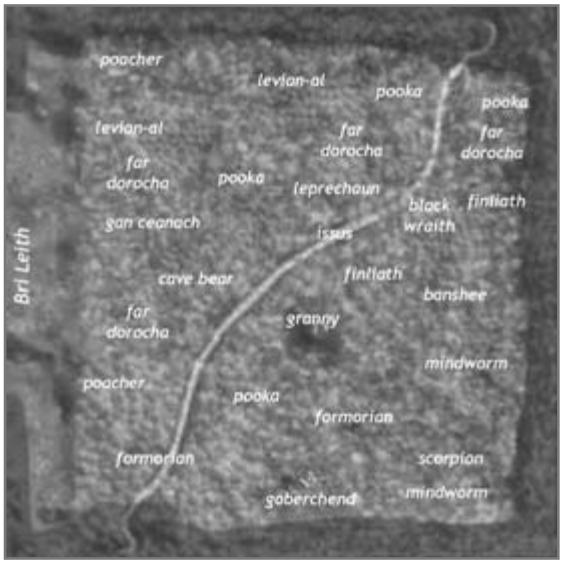
Connacht



Caillte Garran, Shrouded Isles



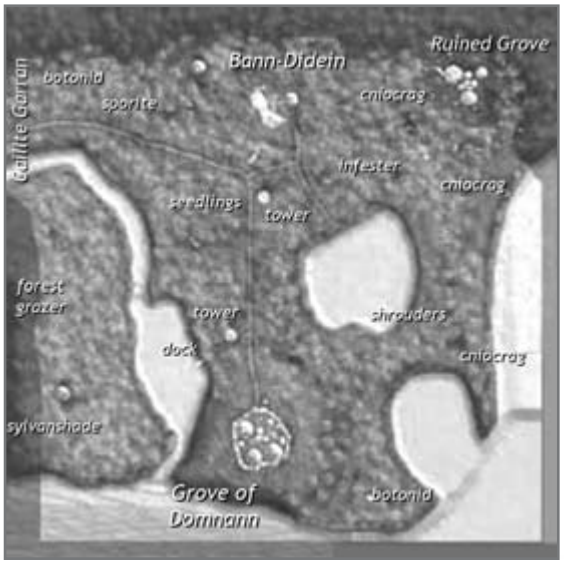
Cothrom Gorge, Shrouded Isles



Cliffs of Moher

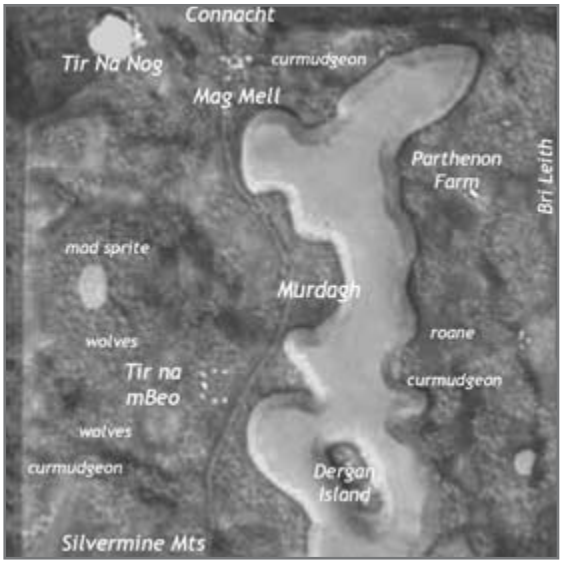


Cursed Forest

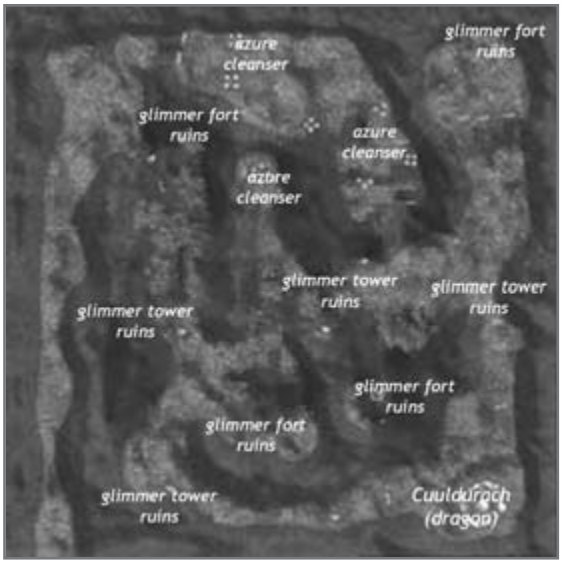


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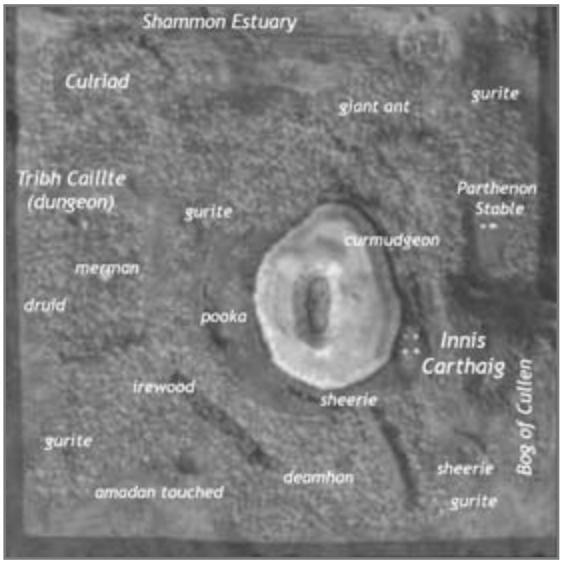
Domnann, Shrouded Isles



Shannon Estuary



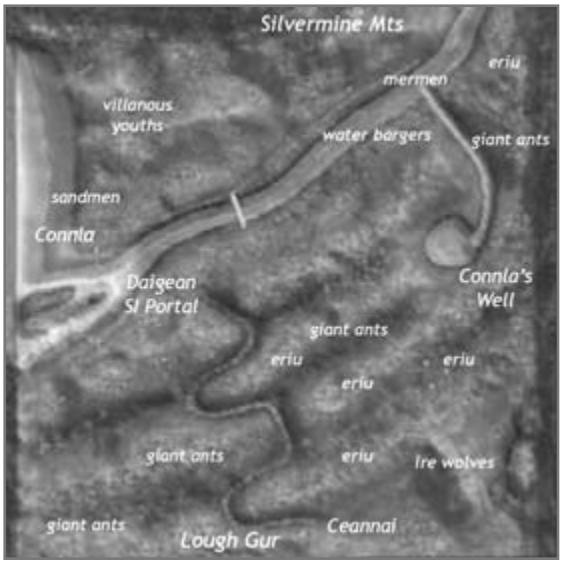
Lough Derg



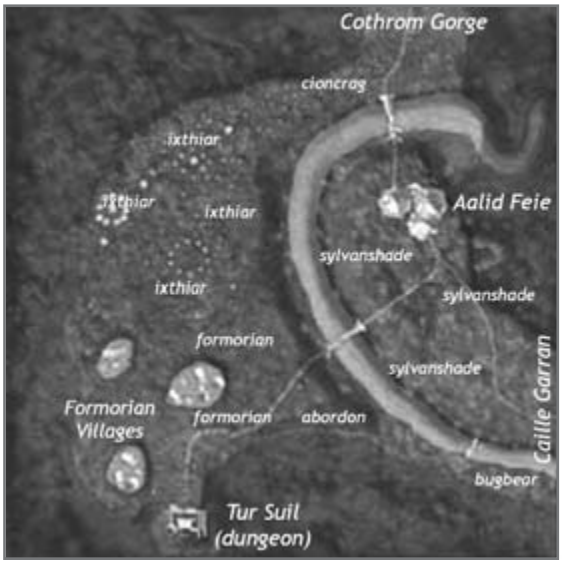
Sheeroe Hills



Lough Gur

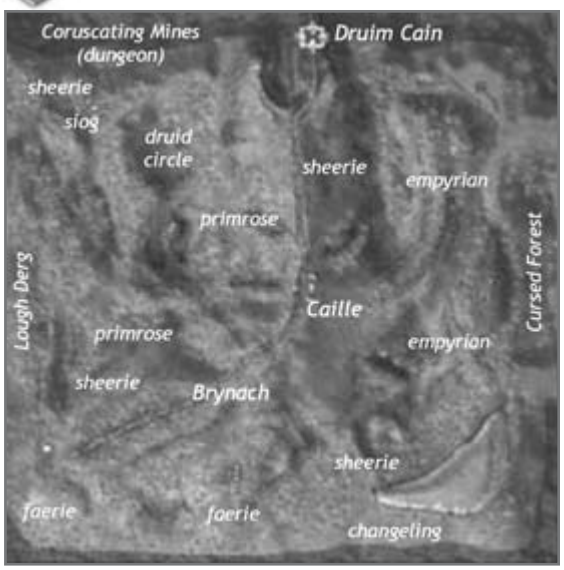


Silvermine Mts.

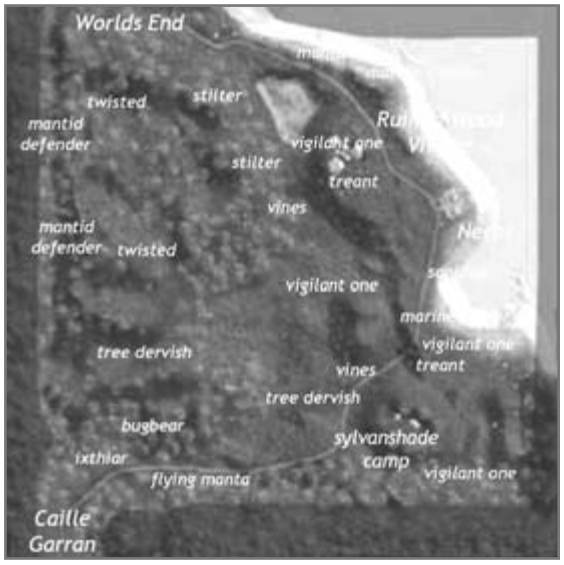


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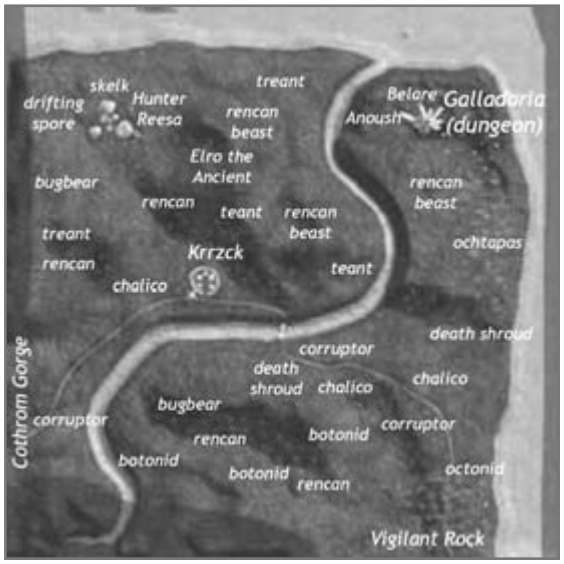
Vale of Balor, Shrouded Isles



Valley of Bri Leith

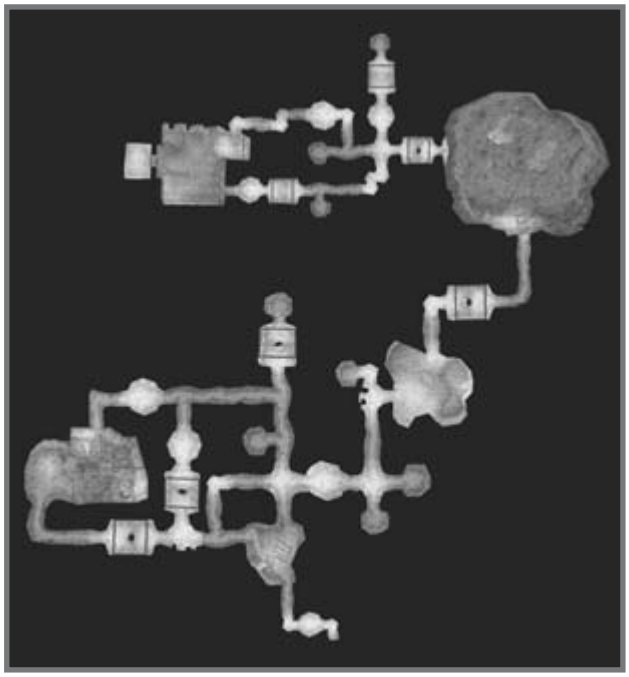


Vigilant Rock, Shrouded Isles



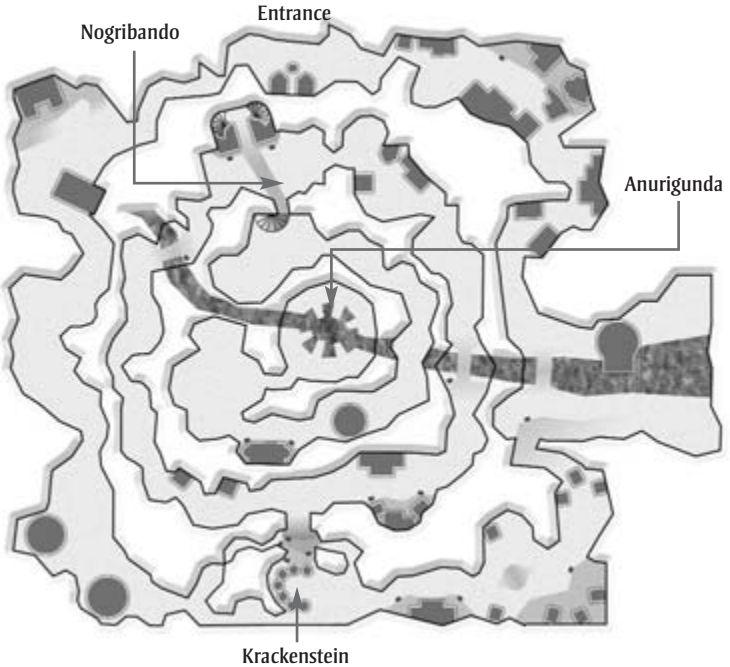
Dungeons

Coruscating Mines



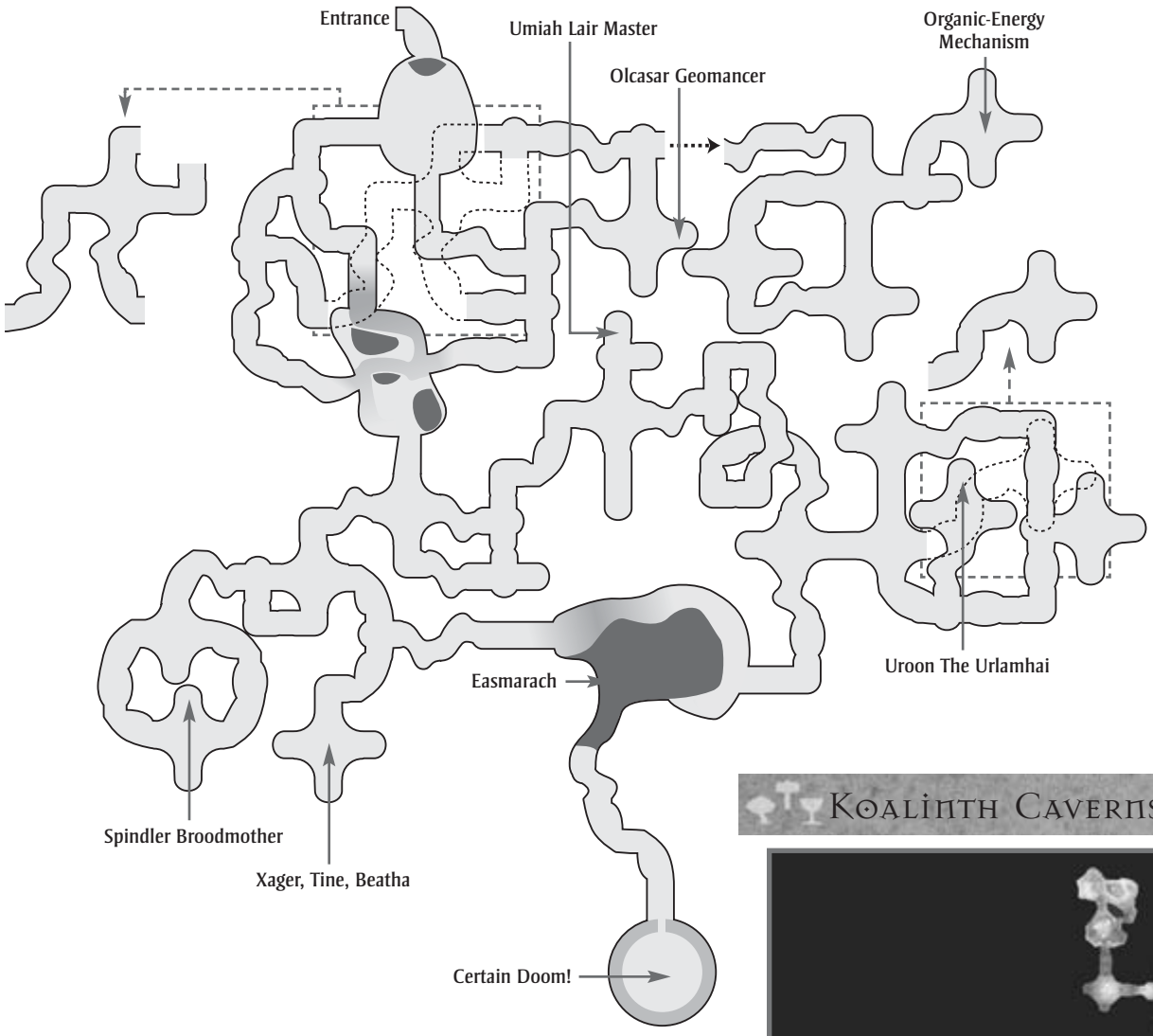
Fomor, Shrouded Isles

● = Stone Ladder

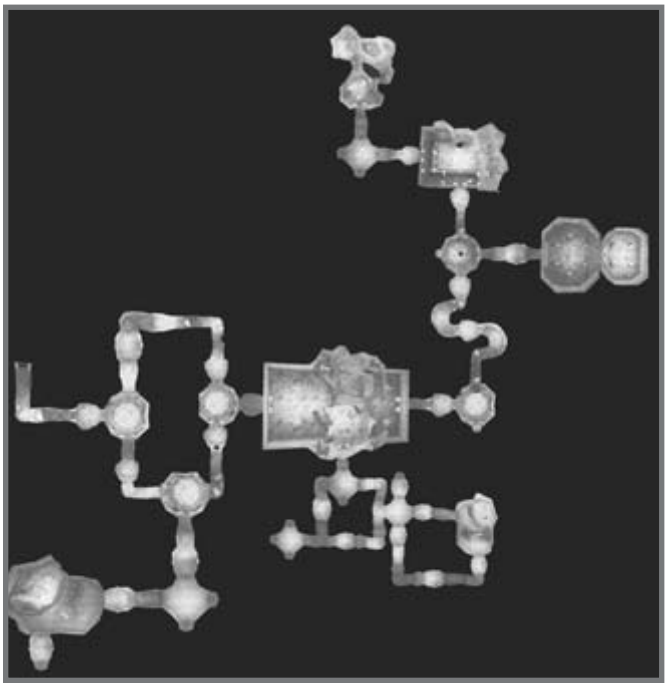


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Galladoria, Shrouded Isles

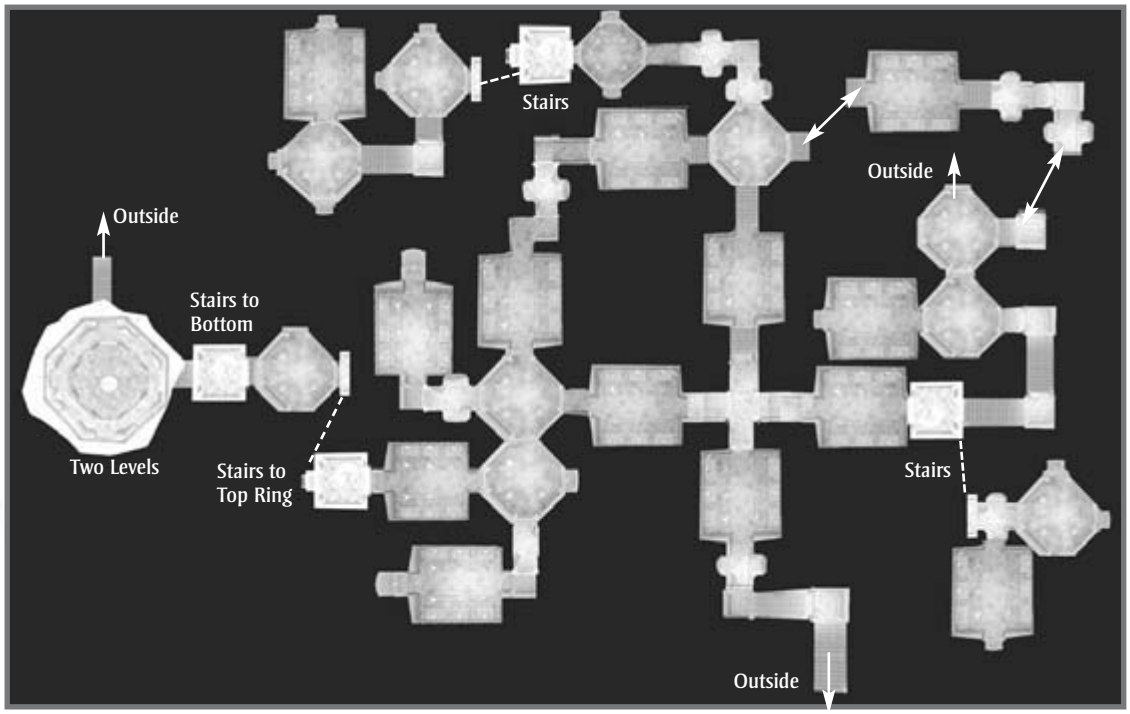


Koalinth Caverns

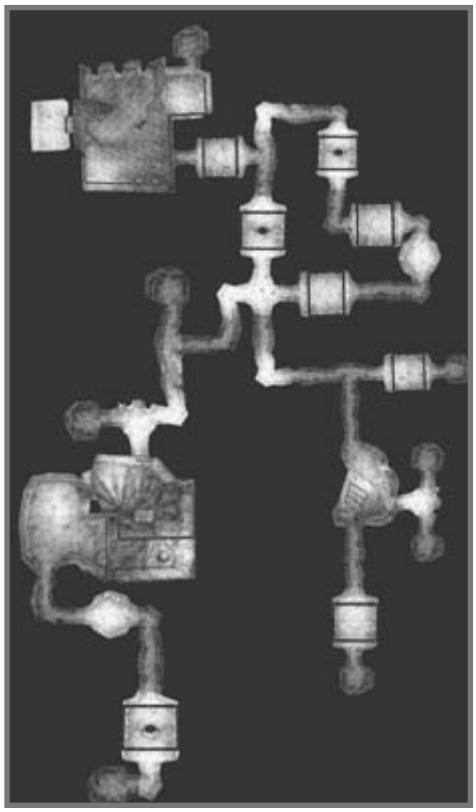


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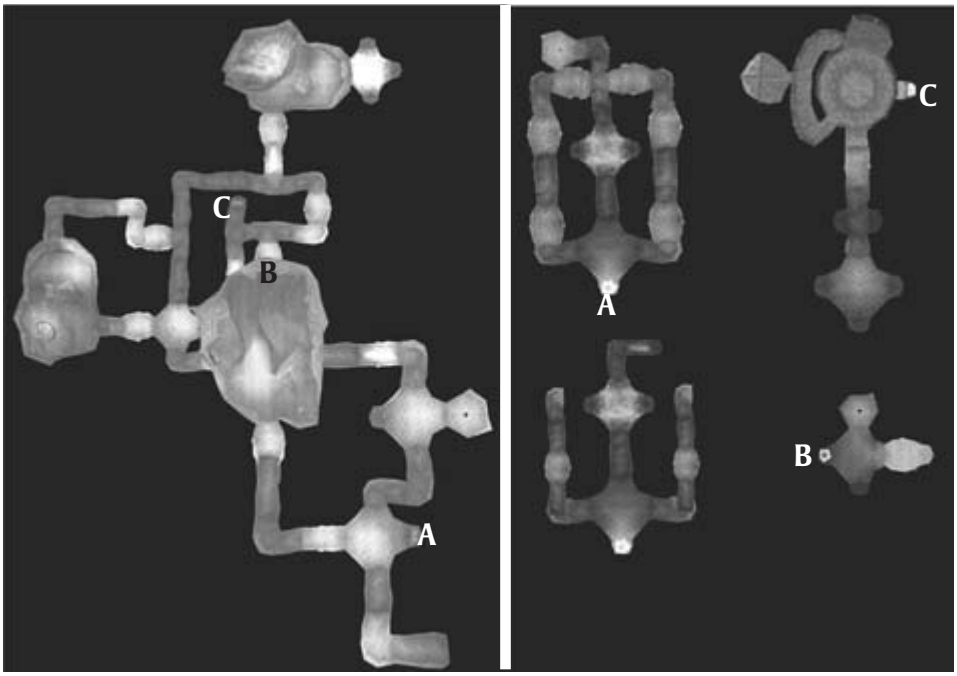
Muire Tomb



Spraggon Den

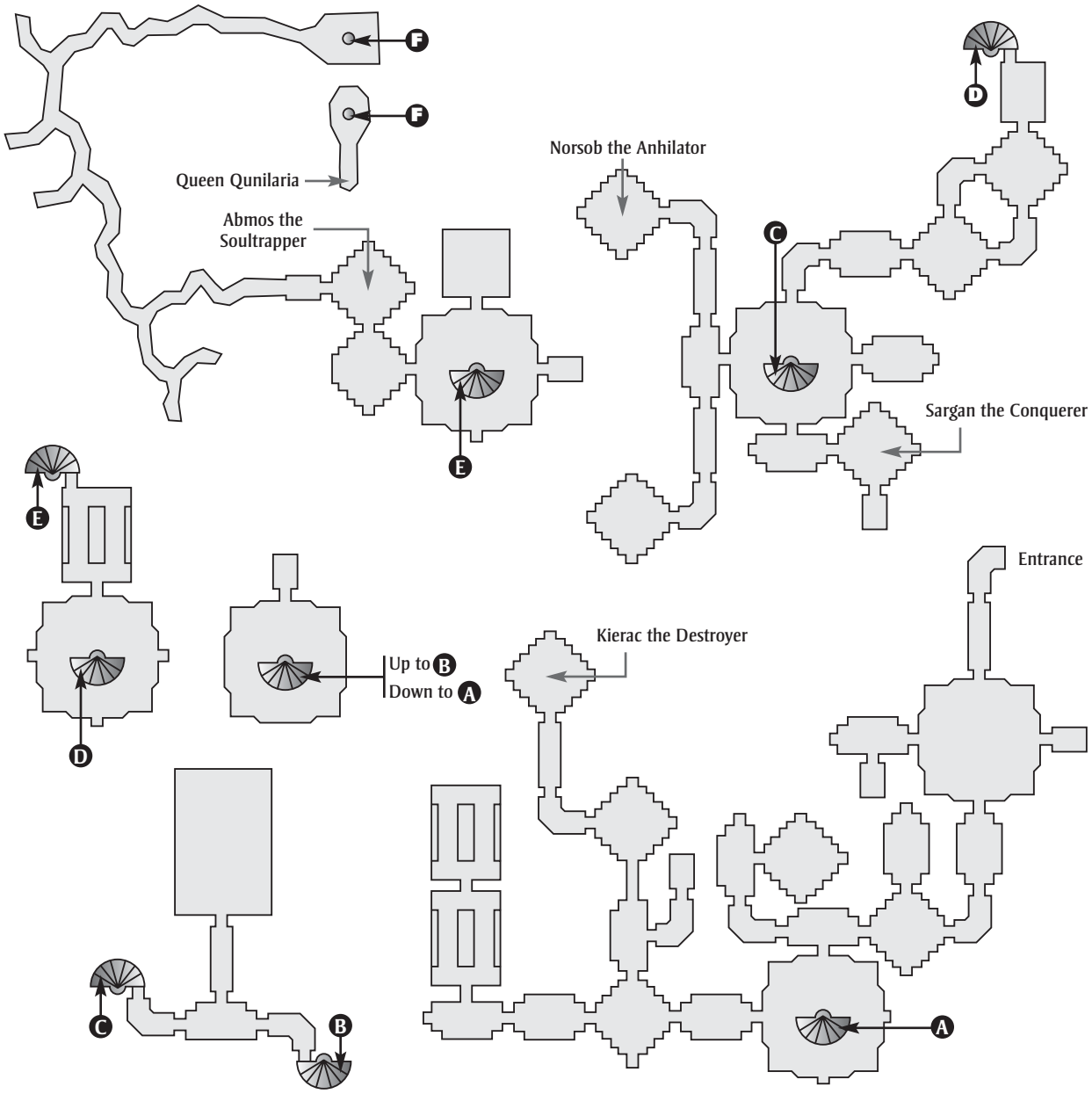


Treibh Caillte



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Tur Suil, Shrouded Isles



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Realm of Midgard

Midgard is a cold and harsh Viking realm where friendships are forged in the face of adversity. The simplicity of the culture stands in counterpoint to the depth and generosity of its people.

Races

Dwarf

Steadfast in their devotion to the elder gods and the finer ales, the Dwarves of Haggerfel are the backbone of Midgard's armies, from the Healers tending to the fallen, to the Hunters picking off foes from the trees, to the Berserkers wading into battle with fierce abandon. Although Dwarves originally hailed from underneath the earth, today they live alongside the other races of Midgard.

Frostalf

The origins of the Frostalf date back many generations to the time of the twin Svartalfar princes, Hauk and Enar, who, when their parents both died suddenly, were left to determine who should rule. One, and only one, could rule the kingdom, but they did not know which twin was the firstborn and therefore the rightful ruler. Into this situation came a human stranger. Being unfriendly to strangers, the Svartalfar meant to imprison the traveler. But the stranger suggested that if he could but speak with the princes, he could offer a solution to their dilemma—a trial of combat and magical craftsmanship—in exchange for his freedom.

However, the stranger was treacherous, and he sabotaged Enar's artifact during the competition. With further treachery, he carefully laid the blame on Hauk. In the ensuing disruption, Hauk left the kingdom with a few of his followers. The stranger disappeared with the kingdom's treasured artifacts, and Enar became the ruler, but was terribly remorseful at having falsely accused his brother. However, despite Enar's pleas, Hauk decided to remain where he had settled, in Niflheim—a place of darkness, bitter cold, and icy fogs and mists. It was the lowest level of the universe.

Generations later, Hauk's descendents came to be known as the Frostalfs, and they were recently discovered by a band of Dwarves seeking a way to bolster the forces of Midgard. Realizing that their fate was still bound with that of Midgard, the Frostalfs have agreed to come to the aid of the realm and fight side by side with Midgard's forces. With naturally high Piety they are especially suitable as Spiritmasters, Runemasters, Healers, and Shamans.

Kobold

Mischievous, quick, and small, Kobolds often act as scouts for the armies of Midgard, although many also have an affinity for the mystical runic arts. A few even serve as warriors on the front lines of battle, where their great speed and Dexterity make up for their diminutive size.

Norse

The Norse are the common men and women of Midgard. Tall and strong, they love the snow and ice of the native land. Norsemen are very adaptable, and can be found in almost any position of the armies of Midgard, from the stealthy Shadowblades attacking the enemy by surprise, to the stalwart Healers keeping their compatriots alive and well.

Troll

To some, the Trolls are furious creatures of myth and legend, yet to others, the Trolls are stalwart allies and faithful comrades of war. It all depends on which side of the battlefield you're on.

Huge, strong, and slow, Trolls dominate the battlefield with their great physical strength, although a few Trolls have also been known to dabble in the primitive mystical arts.

Valkyn

Hailing from the recently rediscovered island of Aegir, the Valkyn have revolted from the oppressive rule of the Morvaltar and now fight alongside their new allies from Midgard to liberate their home.

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The Valkyn, descending from the Morvalt, are a lithe, hunched catlike race. They are tribal in nature and still close to their primitive, pre-Norse gods.

Classes

Starting Classes

Vikings

Vikings are the base starting fighter class for Midgard, where Warriors, Thanes, Skalds, Valkyries, Savages, and Berserkers start their careers. Any Midgard race may become a Viking in one form or another. Due to their brute strength, Trolls make exceptional Vikings. Norse on the other hand are the most well-rounded tanks with no real weakness.

Rogues

Aspiring cutpurses begin as Rogues; those who survive the mean streets of Jordheim move on to become Shadowblades and Hunters. Due to their sheer size, Trolls are not permitted to become Rogues. Kobolds make superb Hunters, while Norse are the best Shadowblades because the only weapons available are based on strength.

Seer

Healers and Shamans both train as Seers before embarking their path of respective enlightenment. Due to their savage nature, Valkyns may not choose this path. Dwarves make sturdy Healers, while Frostalf or Kobold are wise choices for any up-and-coming Shaman.

Mystic

Midgard's magic users serve as Mystics before choosing to become a Runemaster, Spiritmaster, Bonedancer, or Warlock. All the races of Midgard may start off as a Mystic. Frostalf and Kobolds make outstanding Mystics due to their high starting Dexterity and Piety.

Weapon Tables

The following weapons are available to various classes. The level numbers in the tables refer to the level of specialization in that weapon, not the level of the character. Some classes can use a weapon but cannot put specialization points into it. Putting points in parry skill does not produce different styles, however it increases the character's chance to successfully parry.

Axe (Berserker, Savage, Shadowblade, Skald, Thane, Warrior)

Level	Name	Prereq	Attack	Defense	Fatigue	Damage	Effect
2	Splitter	None	None	None	High	High	None
4	Cleave	You parry (Shadowblades: You evade)	Medium Bonus	None	Low	High	Slowed
6	Plague	None	Medium Bonus	Medium Penalty	Medium	High	Taunt
8	Thrym's Strength	Cleave	Medium Bonus	None	Medium	High	None
10	Pillager	None	Low Bonus	None	High	High	Slowed
12	Hoarfrost	None	Low Bonus	Medium Bonus	Medium	Low	Detaunt
15	Evernight	Behind target	Medium Bonus	None	Low	High	Bleeding
18	Plunderer	Pillager	Medium Bonus	None	Medium	High	Hindered
21	Valkyrie's Shield	You block	None	Medium Bonus	Low	High	None
25	Raider	You evade (Thanes: You block)	None	None	Low	High	Bleeding
29	Havoc	In front of target	Low Bonus	Low Penalty	Medium	High	None
34	Midnight Sun	Valkyrie's Shield	High Bonus	None	Medium	High	Stunned
39	Glacial Movement	To side of target	Medium Bonus	Low Penalty	Medium	High	Slowed
44	Arctic Rift	Evernight	Medium Bonus	None	Low	High	None
50	Tyr's Fury	Havoc	High Bonus	None	Medium	High	Bleeding

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Composite Bows (Hunter)

Level	Name	Prereq	Attack	Defense	Fatigue	Damage	Effect
3	Critical Shot I	None	2x Normal	None	None	None	Increased damage
6	Critical Shot II	None	1.9x Normal	None	None	None	Increased damage
9	Critical Shot III	None	1.8x Normal	None	None	None	Increased damage
12	Critical Shot IV	None	1.7x Normal	None	None	None	Increased damage
15	Critical Shot V	None	1.6x Normal	None	None	None	Increased damage
18	Critical Shot VI	None	1.5x Normal	None	None	None	Increased damage
21	Critical Shot VII	None	1.4x Normal	None	None	None	Increased Damage
24	Critical Shot VIII	None	1.3x Normal	None	None	None	Increased damage
27	Critical Shot IX	None	1.2x Normal	None	None	None	Increased damage
30	Penetrating Arrow I	None	Normal	None	None	None	Chance to penetrate bladeturn for 50% damage
35	Rapid Fire I	None	Timer-based	None	None	None	Release shot early; Damage % equal to timer %
40	Penetrating Arrow II	None	Normal	None	None	None	Chance to penetrate bladeturn for 75% damage
45	Rapid Fire II	None	Timer-based	None	None	None	Release shot early; Damage % equal to timer %
50	Penetrating Arrow III	None	Normal	None	None	None	Chance to penetrate bladeturn for 100% damage

Hammer (Berserker, Savage, Skald, Thane, Warrior)

Level	Name	Prereq	Attack	Defense	Fatigue	Damage	Effect
2	Thor's Anvil	None	None	None	High	High	None
4	Crushing Blow	You parry	Medium Bonus	None	Low	High	Stunned
6	Placate	None	None	Medium Bonus	Medium	Low	Detaunt
8	Slam	Crushing Blow	Medium Bonus	None	Medium	Medium	Bleeding
10	Ruiner	None	Low Bonus	None	Medium	High	None
12	Frost Hammer	To side of target	Medium Bonus	None	Medium	High	Hindered
15	Provoke	None	Medium Bonus	Medium Penalty	Low	High	Taunt
18	Demolish	Frost Hammer	Medium Bonus	None	Medium	High	Stunned
21	Revenge	You block	Medium Bonus	Low Penalty	Low	High	Slowed
25	Crumble	Ruiner	Medium Bonus	None	Medium	High	None
29	Conquer	Behind target	None	High Penalty	Low	High	Hindered
34	Thor's Answer	Revenge	Medium Bonus	None	Medium	High	Stunned
39	Lambast	You parry	Medium Bonus	Low Bonus	Low	High	Bleeding
44	Sledgehammer	Conquer	High Bonus	None	Medium	High	None
50	Mjolnir's Fury	Lambast	Medium Bonus	None	Medium	High	Slowed

Hand to Hand (Savage)

Level	Name	Prereq	Attack	Defense	Fatigue	Damage	Effect
2	Kelgor's Bane	None	None	None	Low	High	Increased Parry
4	Tribal Rage	You parry	Low Bonus	None	Low	High	None
6	Wild Call	None	None	Medium Penalty	Medium	High	Taunt
8	Clan's Call	Behind target	Medium Bonus	None	Low	High	Stunned
10	Tribal Assault	Tribal Rage	Low Bonus	Low Penalty	Low	High	Hits 2 targets
12	Kelgor's Might	None	None	None	High	Low	PBAoE Haste Debuff
15	Taunting Call	None	None	High Bonus	Medium	Low	Detaunt

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Level	Name	Prereq	Attack	Defense	Fatigue	Damage	Effect
18	Clan's Might	Clan's Call	None	None	Low	High	Hits 2 targets
21	Totemic Fear	You evade	High Bonus	None	Low	High	Hindered
25	Totemic Wrath	Totemic Fear	Medium Bonus	None	Low	High	Hits 3 targets
29	Kelgor's Claw	None	None	None	Medium	Low	Increased evade
34	Tribal Wrath	Tribal Assault	High Bonus	Medium Bonus	Low	High	Increased parry
39	Kelgor's Fist	To side of target	Medium Bonus	None	Low	High	None
44	Kelgor's Wrath	Kelgor's Fist	High Bonus	None	Low	High	Stunned
50	Totemic Sacrifice	Totemic Wrath	High Bonus	None	Low	High	Hits 4 targets

Left Axe (Berserker, Shadowblade)

Level	Name	Prereq	Attack	Defense	Fatigue	Damage	Effect
2	Counter Slash	None	None	None	High	High	None
4	Doubler	Behind target	Low Bonus	Low Penalty	Medium	High	Bleeding
6	Ravager	None	Low Bonus	None	Medium	High	None
8	Polar Light	You parry (Shadowblades: You evade)	High Bonus	Low Bonus	Low	High	Slowed
10	Snowblind	None	Low Bonus	Medium Penalty	Medium	High	Taunt
12	Atrophy	Ravager	Low Bonus	None	Medium	High	Hindered
15	Frost Shadow	Polar Light	Medium Bonus	Low Bonus	Medium	High	None
18	Comeback	You evade	Medium Bonus	None	Low	High	None
21	Scathing Blade	Atrophy	Medium Bonus	Medium Penalty	Medium	High	Slowed
25	Decaying Rage	Atrophy	Medium Bonus	High Bonus	Low	High	Detaunt
29	Snowsquall	Behind target	Medium Bonus	None	Medium	High	None
34	Doublefrost	None	Low Bonus	None	High	High	None
39	Frosty Gaze	Comeback	Medium Bonus	None	Medium	High	Stunned
44	Icy Brilliance	Snowsquall	High Bonus	None	Medium	High	Bleeding
50	Aurora Borealis	Icy Brilliance	High Bonus	None	Low	High	Slowed

Shields (Thane, Valkyrie, Warrior)

Level	Name	Prereq	Attack	Defense	Fatigue	Damage	Effect
3	Numb	None	None	None	High	High	Stunned
8	Stun	You block	None	None	High	High	Stunned
13	Disable	To side of target	None	None	High	High	Stunned
18	Incapacitate	You block	None	Medium Bonus	High	High	Stunned
23	Paralyze	Behind target	None	None	High	High	Stunned
29	Bash	You block	None	None	High	High	Stunned
35	Mangle	To side of target	None	None	High	High	Stunned
41	Shield Swipe	None	None	Medium Bonus	High	High	AE shield attack
42	Slam	None	None	None	High	High	Stunned
50	Brutalize	You block	None	None	Medium	High	Stunned

Spear (Hunter, Valkyrie)

Level	Name	Prereq	Attack	Defense	Fatigue	Damage	Effect
2	Dazzling Spear	None	None	None	High	High	None
4	Return Thrust	You parry	Medium Bonus	None	Low	High	Bleeding
6	Engage	None	Medium Bonus	Medium Penalty	Medium	High	Taunt
8	Extend Reach	Return Thrust	Low Bonus	None	Low	High	Slowed

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Spear (Hunter, Valkyrie) *Continued*

Level	Name	Prereq	Attack	Defense	Fatigue	Damage	Effect
10	Lancer	None	Medium Bonus	Low Penalty	Medium	High	None
12	Dismissal	None	None	High Bonus	Medium	Low	Detaunt
15	Wounding Thrust		Engage	Low Bonus	None	Medium	High Hindered
18	Stab	Lancer	Medium Bonus	None	Low	Low	Bleeding
21	Perforate	To side of target	None	Medium Penalty	Medium	High	Slowed
25	Lunging Thrust	Lancer	Medium Bonus	None	Medium	High	None
29	Raze	Stab	Medium Bonus	None	Medium	High	Bleeding
32	Windmill	None	Low Bonus	None	High	Low	PBAoE-Windmill's Devastation
34	Whirling Spear	None	Low Bonus	Low Penalty	High	High	None
39	Razor Edge	Behind target	Medium Bonus	Low Penalty	Medium	High	Stunned
41	Roundhouse	Windmill	Medium Bonus	Low Penalty	High	High	PBAoE-Force of the Roundhouse
44	Odin's Wrath	Razor Edge	High Bonus	Low Bonus	Low	High	None
50	Odin's Madness	Perforate	Medium Bonus	None	Medium	High	Bleeding

Sword (Berserker, Hunter, Savage, Shadowblade, Skald, Thane, Valkyrie, Warrior)

Level	Name	Prereq	Attack	Defense	Fatigue	Damage	Effect
2	Whirling Blade	None	None	None	High	High	None
4	Frost Cut	You block (Hunters: You evade)	Low Bonus	None	Low	High	Bleeding
6	Draw Out	None	High Bonus	Medium Penalty	Medium	High	Taunt
8	Northern Lights	To side of target	Low Bonus	None	Medium	High	Slowed
10	Assault	None	Medium Bonus	None	Medium	High	None
12	Temper	None	None	Medium Bonus	Medium	Low	Detaunt
15	Aurora	Northern Lights	Medium Bonus	None	Medium	High	Hindered
18	Baldur's Fury	Assault	Medium Bonus	None	High	High	Hindered
21	Reinforcement	You parry (Hunters: You evade)	Medium Bonus	Low Penalty	Low	High	Bleeding
25	Ice Storm	You evade (Thanes and Valkyries: You evade)	Medium Bonus	None	Medium	High	None
29	Rush	Reinforcement	None	Medium Penalty	Low	High	Slowed
34	Polar Rift	None	Low Bonus	None	High	High	None
39	Niord's Fury	Frost Cut	Medium Bonus	None	Low	High	Stunned
44	Sif's Revenge	Ice Storm	Medium Bonus	None	Medium	High	Bleeding
50	Ragnarok	Behind target	Medium Bonus	Low Penalty	Medium	High	Slowed

Warrior (Viking)

Warriors are the backbone of the Midgard army. Like all Viking tanks, they can use both one- and two-handed weapons without penalty. Boasting the highest weapon skill in the game, Warriors make outstanding tanks capable of holding aggro on the highest level mobs or slaying the toughest enemies from other realms.

Pros: *High weapon skill, lots of hit points, balanced offense and defense*

Cons: *No magical abilities whatsoever*

Races Available: *Dwarf, Kobold, Norse, Troll, Valkyn*

Recommended Race: *Norse, Troll, or Dwarf*

Skill Points: *2.0 per level*

Key Attributes:

- *Strength*
- *Dexterity*
- *Constitution*
- *Quickness*

Specializations:

- *Axe*
- *Hammer*
- *Sword*
- *Shield*
- *Parry*
- *Thrown*

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Armor: Up to and including chain and large shields

Master Level Path: Battlemaster or Warlord

Tradeskills: Armorcrafting, Weaponcrafting

Misc. Abilities:

Sprint	*Evade I*
Protect I–II	*Tireless*
Intercept	*Stoicism*

Know Your Role:

Balanced: *50 weapon, 50 shield, 28 parry*

Old School: *50 weapon, 42 shield, 39 parry*

Berserker (Viking)

Zerkers, as they are commonly known, are the light tank supreme of Midgard, capable of dishing out mind-boggling amounts of damage in very brief spurts. Attacking the same target, a group of Zerkers can take down even the toughest targets in seconds. Coupled with the Banelord master level path and transforming into a rabid vendo, Berserkers are a force to be reckoned with.

Pros: *They can really dish it out*

Cons: *They can't take it*

Races Available: *Dwarf, Norse, Troll, Valkyn*

Recommended Race: *Troll or Norse*

Skill Points: *2.0 per level*

Key Attributes:	**Specializations:**
Strength	*Axe*
Quickness	*Hammer*
Constitution	*Sword*
Dexterity	*Left Axe*
	Parry

Armor: Up to and including studded

Master Level Path: Banelord or Battlemaster

Tradeskills: Armorcrafting, Weaponcrafting

Misc. Abilities:

Sprint	*Berserk III (15)*
Evade I (6)	*Berserk IV (20)*
Evade II (10)	*Protect I (10)*
Evade III (20)	*Tireless (15)*
Enhanced Evade (35)	*Prevent Flight (24)*
Berserk I (6)	*Stoicism (35)*
Berserk II (10)	

Know Your Role:

Dual Wielder: *50 weapon, 50 left axe, 28 parry*

Two-hander: *50 weapon, 50 parry, 28 left axe*

Dualist: *44 weapon, 44 left axe, 44 parry*

Skald (Viking)

As the primary speed class of Midgard, the Skald enjoys the most freedom of any tank. Skalds offer the best of both worlds as a skilled fighter and singer of proud battlesongs.

Pros: *Viable solo or group class*

Cons: *Poor defense*

Races Available: *Dwarf, Kobold, Norse, Troll*

Recommended Race: *Troll*

Skill Points: *1.5x per level*

Key Attributes:	**Specializations:**
Strength	*Axe*
Charisma	*Hammer*
Constitution	*Sword*
Dexterity	*Parry*
Quickness	*Battlesongs*

Armor: Up to and including chain and small shields

Master Level Path: Sojourner or Warlord

Tradeskills: Alchemy, Armorcrafting, Weaponcrafting

Misc. Abilities:

Sprint	*Evade I (20)*
Protect I (12)	*Tireless (15)*
Protect II (19)	

Know Your Role:

Battlesinger: *50 battlesongs, 39 hammer, 18 parry*

Ragnaroker: *50 sword, 43 battlesongs, 2 parry*



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Battlesongs

Snare

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
11	Compel Surrender	Enemy	0s/49 seconds/30s	1,500 range	-40% (Spirit)	7
17	Compel Submission	Enemy	0s/59 seconds/30s	1,500 range	-40% (Spirit)	10
22	Compel Resignation	Enemy	0s/8 seconds/30s	1,500 range	-40% (Spirit)	13
31	Compel Capitulation	Enemy	0s/24 seconds/30s	1,500 range	-40% (Spirit)	19
41	Compel Defeat	Enemy	0s/41 seconds/30s	1,500 range	-40% (Spirit)	26

Damage

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Warcry	Enemy	0s/0/15s	700 range	7 (Body)	2
4	Battle Whoop	Enemy	0s/0/15s	700 range	12 (Body)	3
7	Warholler	Enemy	0s/0/15s	700 range	21 (Body)	5
12	Battle Shout	Enemy	0s/0/15s	700 range	32 (Body)	8
18	Warshriek	Enemy	0s/0/15s	700 range	49 (Body)	11
26	Battle Scream	Enemy	0s/0/15s	700 range	69 (Body)	16
34	Warbellow	Enemy	0s/0/15s	700 range	89 (Body)	21
43	War Howl	Enemy	0s/0/15s	700 range	111 (Body)	27
44	Battle Howl	Enemy	0s/0/15s	700 range	114 (Body)	28
50	Battle Roar	Enemy	0s/0/15s	700 range	128 (Body)	33

Mesmerize

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
6	Stunning Shout	Enemy	0s/11 seconds/30s	700 range	Resist type: Body	4
15	Disabling Shout	Enemy	0s/15 seconds/30s	700 range	Resist type: Body	9
21	Crippling Shout	Enemy	0s/18 seconds/30s	700 range	Resist type: Body	13
32	Incapacitating Shout	Enemy	0s/24 seconds/30s	700 range	Resist type: Body	20
42	Paralyzing Shout	Enemy	0s/29 seconds/30s	700 range	Resist type: Body	27

Speed

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Simple Song of Travel	Group	0s/5 seconds/pulse/8s	2,000 range	Target speed increase: 144%	0
13	Song of Travel	Group	0s/5 seconds/pulse/8s	2,000 range	Target speed increase: 159%	0
23	Harmonic Song of Travel	Group	0s/5 seconds/pulse/8s	2,000 range	Target speed increase: 174%	0
33	Magnificent Song of Travel	Group	0s/5 seconds/pulse/8s	2,000 range	Target speed increase: 189%	0
43	Heavenly Song of Travel	Group	0s/5 seconds/pulse/8s	2,000 range	Target speed increase: 204%	0

Health Regeneration

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Simple Song of Rest	Group	0s/5 seconds/pulse/8s	1,500 range	2	0
10	Song of Rest	Group	0s/5 seconds/pulse/8s	1,500 range	10	0
20	Harmonic Song of Rest	Group	0s/5 seconds/pulse/8s	1,500 range	18	0
30	Magnificent Song of Rest	Group	0s/5 seconds/pulse/8s	1,500 range	26	0
40	Glorious Song of Rest	Group	0s/5 seconds/pulse/8s	1,500 range	34	0
50	Heavenly Song of Rest	Group	0s/5 seconds/pulse/8s	1,500 range	42	0

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Damage Add

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Chant of the Brawl	Group	0s/5 seconds/pulse/8s	1,500 range	Bonus: Damages target for listed damage/Damage: 1.3 DPS	0
9	Chant of the Fight	Group	0s/5 seconds/pulse/8s	1,500 range	Bonus: Damages target for listed damage/Damage: 1.9 DPS	0
14	Chant of the Charge	Group	0s/5 seconds/pulse/8s	1,500 range	Bonus: Damages target for listed damage/Damage: 2.7 DPS	0
19	Chant of the Battle	Group	0s/5 seconds/pulse/8s	1,500 range	Bonus: Damages target for listed damage/Damage: 3.4 DPS	0
25	Chant of the Siege	Group	0s/5 seconds/pulse/8s	1,500 range	Bonus: Damages target for listed damage/Damage: 4.3 DPS	0
35	Chant of the War	Group	0s/5 seconds/pulse/8s	1,500 range	Bonus: Damages target for listed damage/Damage: 5.8 DPS	0
46	Chant of Blood	Group	0s/5 seconds/pulse/8s	1,500 range	Bonus: Damages target for listed damage/Damage: 7.5 DPS	0

Resistance

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
27	Soul Bolstering Chant	Group	0s/5s per pulse/8s	1,500 range	8% (Body/Spirit/Energy)	0
30	Elemental Deflection Chant	Group	0s/5s per pulse/8s	1,500 range	8% (Heat/Cold/Matter)	0
46	Soul Bolstering Song	Group	0s/5s per pulse/8ss	1,500 range	16% (Body/Spirit/Energy)	0
49	Elemental Deflection Song	Group	0s/5s per pulse/8s	1,500 range	16% (Heat/Cold/Matter)	0

Savage (Viking)

The Savage is somewhat similar to a Berserker in that it can use dual weapons and inflicts damage quickly, but the twist here is that Savages get a spell line of sorts that draws from their life force and aids them in battle.

Pros: *Deadly damage dealer*

Cons: *Powers drain a lot of life*

Races Available: *Dwarf, Kobold, Norse, Troll, Valkyn*

Recommended Race: *Kobold for hand-to-hand, Troll for two-hander*

Skill Points: *1.5x per level*

Key Attributes:

Dexterity
Strength
Quickness
Constitution

Specializations:

Axe
Hammer
Sword
Hand to Hand
Parry
Savagery

Armor: Up to and including studded

Master Level Path: Battlemaster or Warlord

Tradeskills: Armorcrafting, Weaponcrafting

Misc. Abilities:

Sprint
Protect I
Evade I–IV
Tireless (15)
Advanced Evade (35)

Know Your Role:

Hand to hand: *50 hand to hand, 43 savagery, 2 parry*

Two-hander: *50 savagery, 39 axe, sword, or hammer, 18 parry*



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Savagery

Buff Combat Speed

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Passion of Kelgor	Self	0s/15 seconds/5s	—	Target hasted: 16%	3%
11	Drive of Kelgor	Self	0s/15 seconds/5s	—	Target hasted: 20%	3%
25	Mania of Kelgor	Self	0s/15 seconds/5s	—	Target hasted: 27%	4%
35	Fervor of Kelgor	Self	0s/15 seconds/5s	—	Target hasted: 32%	4%
48	Zeal of Kelgor	Self	0s/15 seconds/5s	—	Target hasted: 39%	5%

Taunt

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Irreverent Gesture	Enemy	4s/0/0s	1,350 range	5	0
15	Insulting Gesture	Enemy	4s/0/0s	1,350 range	17	0
30	Rude Gesture	Enemy	4s/0/0s	1,350 range	38	0
40	Infuriating Gesture	Enemy	4s/0/0s	1,350 range	55	0

Parry

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Nails of Kelgor	Self	0s/15 seconds/5s	—	5% parry	3%
9	Hooks of Kelgor	Self	0s/15 seconds/5s	—	9% parry	3%
18	Barbs of Kelgor	Self	0s/15 seconds/5s	—	13% parry	3%
27	Claws of Kelgor	Self	0s/15 seconds/5s	—	17% parry	4%
36	Talons of Kelgor	Self	0s/15 seconds/5s	—	21% parry	4%
46	Fangs of Kelgor	Self	0s/15 seconds/5s	—	25% parry	5%

Evasion

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Swiftness of Kelgor	Self	0s/15 seconds/5s	—	Evade increase: 5%	3%
10	Alacrity of Kelgor	Self	0s/15 seconds/5s	—	Evade increase: 9%	3%
19	Speed of Kelgor	Self	0s/15 seconds/5s	—	Evade increase: 13%	3%
28	Fleetness of Kelgor	Self	0s/15 seconds/5s	—	Evade increase: 17%	4%
37	Quickness of Kelgor	Self	0s/15 seconds/5s	—	Evade increase: 21%	4%
45	Evasion of Kelgor	Self	0s/15 seconds/5s	—	Evade increase: 25%	5%

Buff Crush Resistance

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Deflect Blows	Self	0s/15 seconds/5s	—	5 (Resist Crush)	3%
13	Bear Blows	Self	0s/15 seconds/5s	—	9 (Resist Crush)	3%
22	Withstand Blows	Self	0s/15 seconds/5s	—	13 (Resist Crush)	4%
31	Endure Blows	Self	0s/15 seconds/5s	—	17 (Resist Crush)	4%
38	Weather Blows	Self	0s/15 seconds/5s	—	21 (Resist Crush)	4%
44	Ignore Blows	Self	0s/15 seconds/5s	—	25 (Resist Crush)	5%

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Buff Slash Resistance

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
6	Deflect Lacerations	Self	0s/15 seconds/5s	—	5 (Resist Slash)	3%
14	Bear Lacerations	Self	0s/15 seconds/5s	—	9 (Resist Slash)	3%
23	Withstand Lacerations	Self	0s/15 seconds/5s	—	13 (Resist Slash)	4%
32	Endure Lacerations	Self	0s/15 seconds/5s	—	17 (Resist Slash)	4%
40	Weather Lacerations	Self	0s/15 seconds/5s	—	21 (Resist Slash)	5%
48	Ignore Lacerations	Self	0s/15 seconds/5s	—	25 (Resist Slash)	5%

Buff Thrust Resistance

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
7	Deflect Punctures	Self	0s/15 seconds/5s	—	5 (Resist Thrust)	3%
15	Bear Punctures	Self	0s/15 seconds/5s	—	9 (Resist Thrust)	3%
24	Withstand Punctures	Self	0s/15 seconds/5s	—	13 (Resist Thrust)	4%
33	Endure Punctures	Self	0s/15 seconds/5s	—	17 (Resist Thrust)	4%
42	Weather Punctures	Self	0s/15 seconds/5s	—	21 (Resist Thrust)	5%
47	Ignore Punctures	Self	0s/15 seconds/5s	—	25 (Resist Thrust)	5%

Buff Combat Damage

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Brutal Blows	Self	0s/15 seconds/5s	—	DPS Increase 5	3%
12	Fierce Blows	Self	0s/15 seconds/5s	—	DPS Increase 9	3%
21	Relentless Blows	Self	0s/15 seconds/5s	—	DPS Increase 13	4%
30	Feral Blows	Self	0s/15 seconds/5s	—	DPS Increase 17	4%
39	Bestial Blows	Self	0s/15 seconds/5s	—	DPS Increase 21	4%
49	Savage Blows	Self	0s/15 seconds/5s	—	DPS Increase 25	5%

Health to Fatigue

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
20	Kelgor's Gift	Self	0s/0/5s	—	20 (Body)	5%
29	Kelgor's Boon	Self	0s/0/5s	—	40 (Body)	10%
41	Kelgor's Reward	Self	0s/0/5s	—	60 (Body)	15%

Thane (Viking)

With Thor as their patron deity, Thanes are a hybrid class that can fight with weapons and hurl thunderbolts from afar, giving them quite a broad range of attacks. Although they also have favorable realm ability choices and master level paths, Thanes are frequently perceived as a "jack of two trades, master of neither" class.

Pros: *Both melee and magical attacks*

Cons: *Low Piety offers weak spell damage*

Races Available: *Dwarf, Frostalf, Norse, Troll*

Race Recommended: *Norse*

Skill Points: *2.0 per level*

Key Attributes:

- *Strength*
- *Piety*
- *Constitution*
- *Dexterity*
- *Quickness*

Specializations:

- *Axe*
- *Hammer*
- *Sword*
- *Parry*
- *Shield*
- *Stormcalling*

Armor: Up to and including chain and medium shields

Master Level Path: Battlemaster or Stormlord

Tradeskills: Alchemy, Armorcrafting, Weaponcrafting

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Misc. Abilities:

Sprint
Protect I (10)
Protect II (20)
Intercept (15)
Tireless (15)
Call of a Thousand Storms (40)

Know Your Role:

Gunnarr: *50 stormcalling, 50 hammer, 28 parry*

Shield of Thor: *50 stormcalling, 42 shield, 39 hammer*

Note

Call of a thousand what? Call of a Thousand Storms was recently added into the game. It's a self buff that allows a Thane to strike a significantly higher level monster with much more effectiveness, giving others around him or her the same benefit. It only works on monsters level 50 and up; the higher level of the target, the more effective it becomes.

Stormcalling

Strength

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Thor's Vigor	Self	3.0s/20 minutes/0s	—	+16 Str/Con	2%
7	Thor's Strength	Self	3.0s/20 minutes/0s	—	+22 Str/Con	5%
14	Thor's Power	Self	3.0s/20 minutes/0s	—	+31 Str/Con	9%
20	Thor's Might	Self	3.0s/20 minutes/0s	—	+39 Str/Con	12%
30	Thor's Vitality	Self	3.0s/20 minutes/0s	—	+51 Str/Con	19%
41	Thor's Fortification	Self	3.0s/20 minutes/0s	—	+63 Str/Con	26%
50	Thor's Potence	Self	3.0s/20 minutes/0s	—	+75 Str/Con	33%

Damage Add

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Thunder's Bash	Self	3.0s/20 minutes/0s	—	Bonus: Damages target for listed damage/Damage: 1.2 DPS	3%
11	Thunder's Hammer	Self	3.0s/20 minutes/0s	—	Bonus: Damages target for listed damage/Damage: 2.1 DPS	7%
15	Thunder's Force	Self	3.0s/20 minutes/0s	—	Bonus: Damages target for listed damage/Damage: 2.9 DPS	9%
21	Thunder's Crush	Self	3.0s/20 minutes/0s	—	Bonus: Damages target for listed damage/Damage: 4.2 DPS	13%
27	Thunder's Strike	Self	3.0s/20 minutes/0s	—	Bonus: Damages target for listed damage/Damage: 5.4 DPS	17%
36	Thunder's Blow	Self	3.0s/20 minutes/0s	—	Bonus: Damages target for listed damage/Damage: 7.3 DPS	23%
46	Thunder's Rend	Self	3.0s/20 minutes/0s	—	Bonus: Damages target for listed damage/Damage: 9.4 DPS	30%

Damage

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Thor's Minor Bolt	Enemy	3.0s/0/0s	1,500 range	4 (Energy)	2
3	Thor's Lesser Bolt	Enemy	3.0s/0/0s	1,500 range	11 (Energy)	3
6	Thor's Bolt	Enemy	3.0s/0/0s	1,500 range	22 (Energy)	4
9	Thor's Greater Bolt	Enemy	3.0s/0/0s	1,500 range	32 (Energy)	6
13	Thor's Major Bolt	Enemy	3.0s/0/0s	1,500 range	42 (Energy)	8
17	Thor's Minor Lightning	Enemy	3.0s/0/0s	1,500 range	55 (Energy)	10
23	Thor's Lesser Lightning	Enemy	3.0s/0/0s	1,500 range	73 (Energy)	14

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Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
29	Thor's Lightning	Enemy	3.0s/0/0s	1,500 range	92 (Energy)	18
38	Thor's Greater Lightning	Enemy	3.0s/0/0s	1,500 range	120 (Energy)	24
48	Thor's Full Lightning	Enemy	3.0s/0/0s	1,500 range	176 (Energy)	31

Damage (AoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
16	Call Mjollnir	Enemy	4.0s/0/0s	1,500 range/350 radius	60 (Energy)	10
22	Invoke Mjollnir	Enemy	4.0s/0/0s	1,500 range/350 radius	79 (Energy)	13
35	Summon Mjollnir	Enemy	4.0s/0/0s	1,500 range/350 radius	127 (Energy)	22
45	Command Mjollnir	Enemy	4.0s/0/0s	1,500 range/350 radius	163 (Energy)	29

Damage (PBAoE/Instant)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Thunder Shout	Enemy	0s/0/20s	300 radius	15 (Energy)	4
8	Greater Thunder Shout	Enemy	0s/0/20s	300 radius	24 (Energy)	5
10	Thunder Howl	Enemy	0s/0/20s	300 radius	27 (Energy)	6
12	Greater Thunder Howl	Enemy	0s/0/20s	300 radius	32 (Energy)	8
18	Thunder Bellow	Enemy	0s/0/20s	300 radius	49 (Energy)	11
25	Greater Thunder Bellow	Enemy	0s/0/20s	300 radius	66 (Energy)	15
34	Thunder Roar	Enemy	0s/0/20s	300 radius	89 (Energy)	21
44	Greater Thunder Roar	Enemy	0s/0/20s	300 radius	114 (Energy)	28

Damage (Instant)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Toothgrinder's Hoof	Enemy	0s/0/20s	1,500 range	15 (Energy)	4
8	Toothgnasher's Hoof	Enemy	0s/0/20s	1,500 range	24 (Energy)	5
10	Toothgrinder's Bite	Enemy	0s/0/20s	1,500 range	27 (Energy)	6
12	Toothgnasher's Bite	Enemy	0s/0/20s	1,500 range	32 (Energy)	8
18	Toothgrinder's Horn	Enemy	0s/0/20s	1,500 range	49 (Energy)	11
25	Toothgnasher's Horn	Enemy	0s/0/20s	1,500 range	66 (Energy)	15
34	Toothgrinder's Ram	Enemy	0s/0/20s	1,500 range	89 (Energy)	21
44	Toothgnasher's Ram	Enemy	0s/0/20s	1,500 range	114 (Energy)	28

Valkyrie (Viking)

Females only need apply to be the handmaidens of Odin. Brandishing spears, shields, and sword, Valkyries also have a unique spell line called Odin's will that includes cone-shaped area of effect spells, direct-damage shouts, and buff shears.

Pros: *You're a chick with a stick*

Cons: *Restrictive master level and realm ability options*

Races Available: *Female Dwarf, Norse, and Valkyn only*

Race Recommended: *Norse*

Skill Points: *2.0 per level*

Key Attributes:

- *Dexterity*
- *Strength*
- *Constitution*
- *Quickness*
- *Piety*

Specializations:

- *Spear*
- *Sword*
- *Parry*
- *Odin's Will*
- *Shield*

Armor: Up to and including chain and medium shields

Master Level Path: Stormlord or Warlord

Tradeskills: Alchemy, Armorcrafting, Weaponcrafting

Misc. Abilities: Sprint

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Guard I (5)
Engage (7)
Guard II (10)
Guard III (15)
Call of a Thousand Storms (40)

Know Your Role:

Spear: *50 spear, 49 Odin's will, 30 parry*

Sword and board: *47 sword, 43 Odin's will, 42 shield*

Odin's Will

Resurrection

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
43	Call from Valhalla	Friend	4s/0/0s	1,500 range	—	Variable

Damage

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Odin's Heel	Enemy	0s/0/30s	1,500 range	5 (Spirit)	1
4	Odin's Hoof	Enemy	0s/0/20s	1,500 range	12 (Spirit)	4
7	Odin's Greater Hoof	Enemy	0s/0/30s	1,500 range	21 (Spirit)	7
9	Odin's Claw	Enemy	0s/0/30s	1,500 range	24 (Spirit)	9
13	Odin's Greater Claw	Enemy	0s/0/30s	1,500 range	35 (Spirit)	13
19	Odin's Horn	Enemy	0s/0/30s	1,500 range	52 (Spirit)	19
25	Odin's Greater Horn	Enemy	0s/0/30s	1,500 range	66 (Spirit)	25
35	Odin's Ram	Enemy	0s/0/30s	1,500 range	91 (Spirit)	35
45	Odin's Greater Ram	Enemy	0s/0/30s	1,500 range	117 (Spirit)	4

Frontal (AoE Direct Damage)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
8	Valhalla's Scorn	Enemy	0s/0/30s	700 range	20 (Spirit)	8
18	Valhalla's Spite	Enemy	0s/0/30s	700 range	40 (Spirit)	18
28	Valhalla's Contempt	Enemy	0s/0/30s	700 range	60 (Spirit)	28
38	Valhalla's Disdain	Enemy	0s/0/30s	700 range	80 (Spirit)	38
48	Valhalla's Rage	Enemy	0s/0/30s	700 range	100 (Spirit)	48

Frontal (AoE Direct Damage Pulse)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
8	Valhalla's Scorn	Enemy	0s/0/30s	700 range	20 (Spirit)	8
18	Valhalla's Spite	Enemy	0s/0/30s	700 range	40 (Spirit)	18
28	Valhalla's Contempt	Enemy	0s/0/30s	700 range	60 (Spirit)	28
38	Valhalla's Disdain	Enemy	0s/0/30s	700 range	80 (Spirit)	38
48	Valhalla's Rage	Enemy	0s/0/30s	700 range	100 (Spirit)	48

Melee Proc

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
8	Odin's Minor Aura	Group	3s/10 minutes/0s	1,500 range	20 (Spirit)	8
17	Odin's Lesser Aura	Group	3s/10 minutes/0s	1,500 range	40 (Spirit)	18
26	Odin's Aura	Group	3s/10 minutes/0s	1,500 range	60 (Spirit)	26
34	Odin's Greater Aura	Group	3s/10 minutes/0s	1,500 range	80 (Spirit)	34
44	Odin's Full Aura	Group	3s/10 minutes/0s	1,500 range	100 (Spirit)	44

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Frontal Buff Shear (Dexterity/Quickness)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
37	Vindictive Nip	Enemy	0s/0/300s	700 range	—	37
47	Vindictive Bite	Enemy	0s/0/60s	700 range	—	47

Frontal Buff Shear (Acuity)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
39	Valkyrie's Command	Enemy	0s/0/300s	700 range	—	39
49	Valkyrie's Dominance	Enemy	0s/0/60s	700 range	—	49

Frontal (AoE Snare)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
12	Odin's Restraint	Enemy	0s/10 seconds/30s	700 range	—	12
24	Odin's Restriction	Enemy	0s/20 seconds/30s	700 range	—	24
36	Odin's Grasp	Enemy	0s/30 seconds/30s	700 range	—	36
46	Odin's Lock	Enemy	0s/40 seconds/30s	700 range	—	46

Healer (Seer)

Healers, unlike their Albion and Hibernian counterparts, serve as both the primary healing and crowd control classes for Midgard, making them the most well-rounded and fun support class in the game. Area of effect stun is unique to the Healer and Midgard as a whole, which often gives them the edge in battles.

Pros: *Can make and break battles*

Cons: *Group dependent*

Races Available: *Dwarf, Frostalf, Norse*

Recommended Race: *Any*

Skill Points: *1.0 per level*

Key Attributes:

Dexterity

Piety

Constitution

Specializations:

Augmentation Specialization (Augmentation)

Pacification Specialization (Pacification)

Mending Specialization (Mending)

Armor: Up to and including chain and small shield

Master Level Path: Perfector or Sojourner

Tradeskills: Armorcrafting, Spellcrafting

Misc. Abilities: Sprint

Know Your Role:

Aug/Mend: *44 augmentation, 31 mending*

Mend/Aug: *41 mending, 35 augmentation*

Pac/Mend: *44 pacification, 30 mending*

Mend/Pac: *40 mending, 36 pacification*

Tri-spec: *34 pacification, 30 mending, 28 augmentation*

Pacification Baseline

Mesmerize

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Lull	Enemy	2.5s/16 seconds/0s	1,500 range	Resist type: Body	2
5	Greater Lull	Enemy	2.5s/21 seconds/0s	1,500 range	Resist type: Body	4
10	Diversion	Enemy	2.5s/28 seconds/0s	1,500 range	Resist type: Body	6
16	Greater Diversion	Enemy	2.5s/35 seconds/0s	1,500 range	Resist type: Body	10
22	Sedate	Enemy	2.5s/43 seconds/0s	1,500 range	Resist type: Body	13
29	Greater Sedation	Enemy	2.5s/52 seconds/0s	1,500 range	Resist type: Body	18
36	Entrance	Enemy	2.5s/1 minute 1 second/0s	1,500 range	Resist type: Body	23
43	Greater Entrancement	Enemy	2.5s/1 minute 10 seconds/0s	1,500 range	Resist type: Body	27

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Stun

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Halt Aggression	Enemy	2.5s/6 seconds/0s	1,500 range	Resist type: Body	2
11	Halt Hostility	Enemy	2.5s/7 seconds/0s	1,500 range	Resist type: Body	7
20	Halt Attack	Enemy	2.5s/8 seconds/0s	1,500 range	Resist type: Body	12
32	Halt Offense	Enemy	2.5s/9 seconds/0s	1,500 range	Resist type: Body	20
42	Halt Rally	Enemy	2.5s/10 seconds/0s	1,500 range	Resist type: Body	27
50	Halt Invasion	Enemy	2.5s/11 seconds/0s	1,500 range	Resist type: Body	33

Remove Mesmerization

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
23	Cleanse Mind	Friend	3.0s/0/0s	1,500 range	—	6%

Amnesia

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Wake Senseless	Enemy	0s/0/0s	2,300 range	70%	3

Amnesia (AoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
14	Wake Forgetful	Enemy	0s/0/0s	2,300 range/100 radius	77%	9
24	Wake Ignorant	Enemy	0s/0/0s	2,300 range/175 radius	84%	15
34	Wake Mindless	Enemy	0s/0/0s	2,300 range/250 radius	91%	21
44	Wake Oblivious	Enemy	0s/0/0s	2,300 range/325 radius	100%	28

Pacification Specialization

Debuff Combat Speed

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Hinder Spirit	Enemy	0s/20 seconds/5s	1,500 range	-16% slow (Body)	2
9	Harry Spirit	Enemy	0s/20 seconds/5s	1,500 range	-19% slow (Body)	6
21	Restrain Spirit	Enemy	0s/20 seconds/5s	1,500 range	-25% slow (Body)	13
31	Obstruct Spirit	Enemy	0s/20 seconds/5s	1,500 range	-30% slow (Body)	19
40	Block Spirit	Enemy	0s/20 seconds/5s	1,500 range	-35% slow (Body)	25
49	Impede Spirit	Enemy	0s/20 seconds/5s	1,500 range	-39% slow (Body)	32

Mesmerize (Instant)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
29	Pacifying Glance	Enemy	0s/22 seconds/600s	1,500 range	Resist type: Body	18

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Mesmerize (AoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
6	Allay Area	Enemy	3.0s/16 seconds/0s	1,500 range/350 radius	Resist type: Body	4
13	Pacify Area	Enemy	3.0s/25 seconds/0s	1,500 range/350 radius	Resist type: Body	8
20	Conciliate Area	Enemy	3.0s/34 seconds/0s	1,500 range/350 radius	Resist type: Body	12
27	Placate Area	Enemy	3.0s/43 seconds/0s	1,500 range/350 radius	Resist type: Body	17
34	Harmonize Area	Enemy	3.0s/52 seconds/0s	1,500 range/350 radius	Resist type: Body	21
44	Tranquilize Area	Enemy	3.0s/5 seconds/0s	1,500 range/350 radius	Resist type: Body	28

Mesmerize (AoE Instant)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
36	Pacifying Glare	Enemy	0s/26 seconds/600s	1,500 range/150 radius	Resist type: Body	23
47	Pacifying Gaze	Enemy	0s/31 seconds/600s	1,500 range/300 radius	Resist type: Body	30

Stun (AoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Suspend Charge	Enemy	2.5s/6 seconds/0s	1,500 range/250 radius	Resist type: Body	2
11	Halt Charge	Enemy	2.5s/7 seconds/0s	1,500 range/250 radius	Resist type: Body	7
32	Interrupt Charge	Enemy	2.5s/9 seconds/0s	1,500 range/250 radius	Resist type: Body	20
42	Nullify Charge	Enemy	2.5s/10 seconds/0s	1,500 range/250 radius	Resist type: Body	27
50	Cease Charge	Enemy	2.5s/11 seconds/0s	1,500 range/250 radius	Resist type: Body	33

Stun

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
28	Paralyzing Glance	Enemy	0s/8 seconds/600s	1,500 range	Resist type: Body	17

Stun (AoE Instant)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
38	Paralyzing Glare	Enemy	0s/9 seconds/600s	1,500 range/150 radius	Resist type: Body	24
48	Paralyzing Gaze	Enemy	0s/10 seconds/600s	1,500 range/300 radius	Resist type: Body	31

Root

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Deny Movement	Enemy	2.5s/9 seconds/0s	1,500 range	-99% (Body)	2
7	Repel Movement	Enemy	2.5s/14 seconds/0s	1,500 range	-99% (Body)	4
12	Reject Movement	Enemy	2.5s/21 seconds/0s	1,500 range	-99% (Body)	6
18	Negate Movement	Enemy	2.5s/30 seconds/0s	1,500 range	-99% (Body)	8
24	Deny Advancement	Enemy	2.5s/38 seconds/0s	1,500 range	-99% (Body)	12
30	Repel Advancement	Enemy	2.5s/47 seconds/0s	1,500 range	-99% (Body)	15
37	Reject Advancement	Enemy	2.5s/56 seconds/0s	1,500 range	-99% (Body)	18
46	Negate Advancement	Enemy	2.5s/9 seconds/0s	1,500 range	-99% (Body)	24

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Power Regeneration

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Purity of Mind	Friend	3.0s/0/0s	1,000 range	1	0
15	Purity of Thought	Friend	3.0s/0/0s	1,000 range	2	0
25	Purity of Intellect	Friend	3.0s/0/0s	1,000 range	3	0
35	Purity of Contemplation	Friend	3.0s/0/0s	1,000 range	4	0
45	Purity of Meditation	Friend	3.0s/0/0s	1,000 range	5	0

Augmentation Baseline

Shield

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Guardian's Lesser Ward	Friend	3.0s/0/0s	1,000 range	11 af	0
5	Guardian's Ward	Friend	3.0s/0/0s	1,000 range	15 af	0
10	Guardian's Lesser Shield	Friend	3.0s/0/0s	1,000 range	20 af	0
16	Guardian's Shield	Friend	3.0s/0/0s	1,000 range	26 af	0
22	Guardian's Lesser Barrier	Friend	3.0s/0/0s	1,000 range	32 af	0
31	Guardian's Barrier	Friend	3.0s/0/0s	1,000 range	41 af	0
42	Guardian's Lesser Protection	Friend	3.0s/0/0s	1,000 range	52 af	0

Buff Strength

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Lesser Strength of the Viking	Friend	3.0s/0/0s	1,000 range	+11 Str	0
4	Strength of the Viking	Friend	3.0s/0/0s	1,000 range	+13 Str	0
8	Lesser Vigor of the Viking	Friend	3.0s/0/0s	1,000 range	+16 Str	0
13	Vigor of the Viking	Friend	3.0s/0/0s	1,000 range	+20 Str	0
18	Lesser Power of the Viking	Friend	3.0s/0/0s	1,000 range	+24 Str	0
25	Power of the Viking	Friend	3.0s/0/0s	1,000 range	+30 Str	0
33	Lesser Might of the Viking	Friend	3.0s/0/0s	1,000 range	+36 Str	0
43	Might of the Viking	Friend	3.0s/0/0s	1,000 range	+44 Str	0

Buff Dexterity

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
11	Minor Evasion	Friend	3.0s/0/0s	1,000 range	+18 Dex	0
15	Lesser Evasion	Friend	3.0s/0/0s	1,000 range	+22 Dex	0
21	Evasion	Friend	3.0s/0/0s	1,000 range	+26 Dex	0
28	Major Evasion	Friend	3.0s/0/0s	1,000 range	+32 Dex	0
37	Greater Evasion	Friend	3.0s/0/0s	1,000 range	+39 Dex	0
48	Superior Evasion	Friend	3.0s/0/0s	1,000 range	+48 Dex	0

Buff Constitution

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Augment Health	Friend	3.0s/0/0s	1,000 range	+12 Con	0
9	Increase Health	Friend	3.0s/0/0s	1,000 range	+17 Con	0
14	Enhance Health	Friend	3.0s/0/0s	1,000 range	+21 Con	0
20	Strengthen Health	Friend	3.0s/0/0s	1,000 range	+26 Con	0
29	Exaggerate Health	Friend	3.0s/0/0s	1,000 range	+33 Con	0

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Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
38	Intensify Health	Friend	3.0s/0/0s	1,000 range	+40 Con	0
47	Amplify Health	Friend	3.0s/0/0s	1,000 range	+47 Con	0

Augmentation Specification

Damage Shield

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
13	Asgard's Lesser Defense	Self	3.0s/20 minutes/0s	—	Bonus: Damages target for listed damage/Damage: 3.5 DPS	10%
21	Asgard's Defense	Self	3.0s/20 minutes/0s	—	Bonus: Damages target for listed damage/Damage: 5.2 DPS	10%
29	Asgard's Protection	Self	3.0s/20 minutes/0s	—	Bonus: Damages target for listed damage/Damage: 6.9 DPS	10%
43	Asgard's Deflection	Self	3.0s/20 minutes/0s	—	Bonus: Damages target for listed damage/Damage: 9.8 DPS	10%
48	Asgard's Greater Deflection	Self	3.0s/20 minutes/0s	—	Bonus: Damages target for listed damage/Damage: 10.9 DPS	10%

Buff Combat Speed

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Lesser Purity of Attack	Friend	3.5s/0/0s	1,000 range	Target hasted: 8%	0
10	Purity of Attack	Friend	3.5s/0/0s	1,000 range	Target hasted: 10%	0
20	Lesser Purity of Offense	Friend	3.5s/0/0s	1,000 range	Target hasted: 12%	0
31	Purity of Offense	Friend	3.5s/0/0s	1,000 range	Target hasted: 15%	0
40	Lesser Purity of Aggression	Friend	3.5s/0/0s	1,000 range	Target hasted: 17%	0
50	Purity of Aggression	Friend	3.5s/0/0s	1,000 range	Target hasted: 20%	0

Buff Strength/Constitution

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
8	Asgard's Lesser Strength	Self	3.0s/20 minutes/0s	—	+24 Str/Con	10%
19	Asgard's Strength	Self	3.0s/20 minutes/0s	—	+37 Str/Con	10%
28	Asgard's Lesser Potence	Self	3.0s/20 minutes/0s	—	+48 Str/Con	10%
34	Asgard's Potence	Self	3.0s/20 minutes/0s	—	+55 Str/Con	10%
42	Asgard's Lesser Might	Self	3.0s/20 minutes/0s	—	+64 Str/Con	10%
49	Asgard's Might	Self	3.0s/20 minutes/0s	—	+73 Str/Con	10%

Damage Add

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Augmented Blow	Self	3.0s/0/0s	—	Bonus: Damages target for listed damage/Damage: 1.0 DPS	0
4	Increased Blow	Self	3.0s/0/0s	—	Bonus: Damages target for listed damage/Damage: 1.6 DPS	0
7	Enhanced Blow	Self	3.0s/0/0s	—	Bonus: Damages target for listed damage/Damage: 2.3 DPS	0
11	Strengthen Blow	Self	3.0s/0/0s	—	Bonus: Damages target for listed damage/Damage: 3.1 DPS	0

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Damage Add *Continued*

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
16	Exaggerated Blow	Self	3.0s/0/0s	—	Bonus: Damages target for listed damage/Damage: 4.2 DPS	0
22	Intensified Blow	Self	3.0s/0/0s	—	Bonus: Damages target for listed damage/Damage: 5.4 DPS	0
30	Amplified Blow	Self	3.0s/0/0s	—	Bonus: Damages target for listed damage/Damage: 7.1 DPS	0
39	Burgeoned Blow	Self	3.0s/0/0s	—	Bonus: Damages target for listed damage/Damage: 9.0 DPS	0
49	Exalted Blow	Self	3.0s/0/0s	—	Bonus: Damages target for listed damage/Damage: 11.1 DPS	0

Buff Body Resistance

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
23	Gods' Health	Group	3.0s/10 minutes/0s	1,000 range	8 (Resist Body)	19
33	Gods' Vigor	Group	3.0s/10 minutes/0s	1,000 range	16 (Resist Body)	27
46	Gods' Potency	Group	3.0s/10 minutes/0s	1,000 range	24 (Resist Body)	39

Buff Energy Resistance

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
27	Thunder Affinity	Group	3.0s/10 minutes/0s	1,000 range	8 (Resist Energy)	22
37	Storm Affinity	Group	3.0s/10 minutes/0s	1,000 range	16 (Resist Energy)	31
48	Lightning Affinity	Group	3.0s/10 minutes/0s	1,000 range	24 (Resist Energy)	41

Buff Spirit Resistance

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
24	Gods' Drive	Group	3.0s/10 minutes/0s	1,000 range	8 (Resist Spirit)	19
36	Gods' Will	Group	3.0s/10 minutes/0s	1,000 range	16 (Resist Spirit)	30
47	Gods' Spirit	Group	3.0s/10 minutes/0s	1,000 range	24 (Resist Spirit)	40

Speed Chant

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Ease of Movement	Group	3.0s/6 seconds/pulse/0s	2,000 range	Target speed increase: 123%	0
15	Flow of Movement	Group	3.0s/6 seconds/pulse/0s	2,000 range	Target speed increase: 131%	0
25	Grace of Movement	Group	3.0s/6 seconds/pulse/0s	2,000 range	Target speed increase: 138%	0
35	Purity of Movement	Group	3.0s/6 seconds/pulse/0s	2,000 range	Target speed increase: 146%	0
45	Elegance of Movement	Group	3.0s/6 seconds/pulse/0s	2,000 range	Target speed increase: 153%	0

Buff Combat Speed (Group)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
18	Celerity	Group	3.0s/20 seconds/0s	1,000 range	—	17
26	Enhanced Celerity	Group	3.0s/20 seconds/0s	1,000 range	—	24
32	Amplified Celerity	Group	3.0s/20 seconds/0s	1,000 range	—	30
44	Pure Celerity	Group	3.0s/20 seconds/0s	1,000 range	—	42

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Mending Baseline

Minor Heal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Minor Mending	Friend	2.2s/0/0s	2,000 range	6	1
3	Minor Refinement	Friend	2.2s/0/0s	2,000 range	11	2
5	Minor Improvement	Friend	2.2s/0/0s	2,000 range	16	3
8	Minor Reconstitution	Friend	2.2s/0/0s	2,000 range	23	4
11	Minor Amelioration	Friend	2.2s/0/0s	2,000 range	31	5
14	Minor Purification	Friend	2.2s/0/0s	2,000 range	38	6
18	Minor Recovery	Friend	2.2s/0/0s	2,000 range	48	8
23	Minor Reparation	Friend	2.2s/0/0s	2,000 range	60	10
29	Minor Restoration	Friend	2.2s/0/0s	2,000 range	75	12
37	Minor Reconstruction	Friend	2.2s/0/0s	2,000 range	95	14
47	Minor Emendation	Friend	2.2s/0/0s	2,000 range	119	17

Heal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Refinement	Friend	2.8s/0/0s	2,000 range	26	4
6	Improvement	Friend	2.8s/0/0s	2,000 range	36	6
9	Reconstitution	Friend	2.8s/0/0s	2,000 range	50	9
12	Amelioration	Friend	2.8s/0/0s	2,000 range	65	11
16	Purification	Friend	2.8s/0/0s	2,000 range	85	15
21	Recovery	Friend	2.8s/0/0s	2,000 range	109	19
27	Reparation	Friend	2.8s/0/0s	2,000 range	138	25
31	Restoration	Friend	2.8s/0/0s	2,000 range	158	28
36	Reconstruction	Friend	2.8s/0/0s	2,000 range	183	33
46	Emendation	Friend	2.8s/0/0s	2,000 range	231	42

Minor Group Heal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
15	Group Reparation	Group	2.6s/0/0s	2,000 range	33	17
25	Group Purification	Group	2.4s/0/0s	2,000 range	53	21
35	Group Restoration	Group	2.2s/0/0s	2,000 range	73	24
45	Group Emendation	Group	2.0s/0/0s	2,000 range	93	25

Resurrection

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
10	Arrival from Valhalla	Corpse	4.0s/0/0s	1,500 range	Target is resurrected with 0% power and 10% health	0

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Mending Specialization

Major Heal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Major Reconstitution	Friend	3.2s/0/0s	2,000 range	55	10
8	Major Amelioration	Friend	3.2s/0/0s	2,000 range	82	15
11	Major Purification	Friend	3.2s/0/0s	2,000 range	109	20
14	Major Recovery	Friend	3.2s/0/0s	2,000 range	136	24
18	Major Reparation	Friend	3.2s/0/0s	2,000 range	172	30
25	Major Restoration	Friend	3.2s/0/0s	2,000 range	235	39
33	Major Reconstruction	Friend	3.2s/0/0s	2,000 range	307	48
42	Major Emendation	Friend	3.2s/0/0s	2,000 range	387	57

Greater Heal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
10	Greater Amelioration	Friend	2.6s/0/0s	2,000 range	145	29
13	Greater Purification	Friend	2.5s/0/0s	2,000 range	184	36
17	Greater Recovery	Friend	2.4s/0/0s	2,000 range	236	47
23	Greater Reparation	Friend	2.3s/0/0s	2,000 range	314	62
31	Greater Restoration	Friend	2.2s/0/0s	2,000 range	419	83
41	Greater Reconstruction	Friend	2.1s/0/0s	2,000 range	549	109
50	Greater Emendation	Friend	2.0s/0/0s	2,000 range	667	133

Group Heal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
16	Favor of Battle	Group	2.6s/0/0s	2,000 range	103	44
26	Boon of Battle	Group	2.4s/0/0s	2,000 range	163	65
36	Dispensation of Battle	Group	2.2s/0/0s	2,000 range	223	82
46	Tribute of Battle	Group	2.0s/0/0s	2,000 range	283	97

Instant Heal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
12	Favor from Eir	Friend	0s/0/900s	2,000 range	33%	0
22	Boon from Eir	Friend	0s/0/900s	2,000 range	55%	0
32	Dispensation from Eir	Friend	0s/0/900s	2,000 range	75%	0
43	Tribute from Eir	Friend	0s/0/900s	2,000 range	100%	0

Instant Group Heal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
21	Eir's Glorious Touch	Group	0s/0/1,200s	2,000 range	50%	0
35	Eir's Magnificent Touch	Group	0s/0/1,200s	2,000 range	75%	0
45	Eir's Heavenly Touch	Group	0s/0/1,200s	2,000 range	100%	0

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Spreadheal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
30	Ancestor's Gift	Self	3.5s/0/0s	2,000 range	187	79
39	Ancestor's Favor	Self	3.5s/0/0s	2,000 range	241	95
48	Ancestor's Boon	Self	3.5s/0/0s	2,000 range	295	110

Resurrection

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
15	Reception from Valhalla	Corpse	4.0s/0/0s	1,500 range	Target resurrected with 10% power and 30% health	0
24	Welcome from Valhalla	Corpse	4.0s/0/0s	1,500 range	Target resurrected with 25% power and 50% health	0
40	Remigration from Valhalla	Corpse	4.0s/0/0s	1,500 range	Target resurrected with 50% power and 100% health	0

Cure Poison

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
7	Cure Poison	Friend	3.2s/0/0s	1,500 range	—	6%

Cure Disease

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
6	Cure Disease	Friend	3.2s/0/0s	1,500 range	—	6%

Shaman (Seer)

Unlike the primary buffing classes of the other realms, Shamans do not serve double duty as healers. Rather, they have offensive spells including damage-over-time, disease, direct-damage, and bolts. Shamans can heal however, and are given regeneration spells in the mending specialization should they prefer to go that route. Shamans are the primary endurance regeneration givers in Midgard, making them a must for any group.

Pros: *Good offensive and support abilities*

Cons: *Cave Shamans are usually shunned from groups*

Races Available: *Frostalf, Kobold, Troll*

Race Recommended: *Frostalf or Kobold*

Skill Points: *1.0 per level*

Key Attributes:

Dexterity

Piety

Constitution

Specializations:

Augmentation Specialization (Augmentation)

Cave Magic Specialization (Cave Magic)

Mending Specialization (Mending)

Armor: Up to and including chain and small shield

Master Level Path: Convoker or Perfector

Tradeskills: Armorcrafting, Spellcrafting

Misc. Abilities: Sprint

Know Your Role:

Active: *42 augmentation, 30 cave magic, 15 mending*

Buffbot: *47 augmentation, 26 cave or mending*

Augmentation Baseline

Shield

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Guardian's Lesser Ward	Friend	3.0s/0/0s	1,000 range	11 af	0
5	Guardian's Ward	Friend	3.0s/0/0s	1,000 range	15 af	0
10	Guardian's Lesser Shield	Friend	3.0s/0/0s	1,000 range	20 af	0

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Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
16	Guardian's Shield	Friend	3.0s/0/0s	1,000 range	26 af	0
22	Guardian's Lesser Barrier	Friend	3.0s/0/0s	1,000 range	32 af	0
31	Guardian's Barrier	Friend	3.0s/0/0s	1,000 range	41 af	0
42	Guardian's Lesser Protection	Friend	3.0s/0/0s	1,000 range	52 af	0

Buff Strength

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Lesser Strength of the Viking	Friend	3.0s/0/0s	1,000 range	+11 Str	0
4	Strength of the Viking	Friend	3.0s/0/0s	1,000 range	+13 Str	0
8	Lesser Vigor of the Viking	Friend	3.0s/0/0s	1,000 range	+16 Str	0
13	Vigor of the Viking	Friend	3.0s/0/0s	1,000 range	+20 Str	0
18	Lesser Power of the Viking	Friend	3.0s/0/0s	1,000 range	+24 Str	0
25	Power of the Viking	Friend	3.0s/0/0s	1,000 range	+30 Str	0
33	Lesser Might of the Viking	Friend	3.0s/0/0s	1,000 range	+36 Str	0
43	Might of the Viking	Friend	3.0s/0/0s	1,000 range	+44 Str	0

Buff Dexterity

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
11	Minor Evasion	Friend	3.0s/0/0s	1,000 range	+18 Dex	0
15	Lesser Evasion	Friend	3.0s/0/0s	1,000 range	+22 Dex	0
21	Evasion	Friend	3.0s/0/0s	1,000 range	+26 Dex	0
28	Major Evasion	Friend	3.0s/0/0s	1,000 range	+32 Dex	0
37	Greater Evasion	Friend	3.0s/0/0s	1,000 range	+39 Dex	0
48	Superior Evasion	Friend	3.0s/0/0s	1,000 range	+48 Dex	0

Buff Constitution

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Augment Health	Friend	3.0s/0/0s	1,000 range	+12 Con	0
9	Increase Health	Friend	3.0s/0/0s	1,000 range	+17 Con	0
14	Enhance Health	Friend	3.0s/0/0s	1,000 range	+21 Con	0
20	Strengthen Health	Friend	3.0s/0/0s	1,000 range	+26 Con	0
29	Exaggerate Health	Friend	3.0s/0/0s	1,000 range	+33 Con	0
38	Intensify Health	Friend	3.0s/0/0s	1,000 range	+40 Con	0
47	Amplify Health	Friend	3.0s/0/0s	1,000 range	+47 Con	0

Augmentation Specialization

Buff Strength/Constitution

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Strength of the Deep	Friend	3.0s/0/0s	1,000 range	+16 Str/Con	0
5	Vigor of the Deep	Friend	3.0s/0/0s	1,000 range	+21 Str/Con	0
9	Energy of the Deep	Friend	3.0s/0/0s	1,000 range	+25 Str/Con	0
13	Vitality of the Deep	Friend	3.0s/0/0s	1,000 range	+30 Str/Con	0
19	Might of the Deep	Friend	3.0s/0/0s	1,000 range	+37 Str/Con	0
26	Potence of the Deep	Friend	3.0s/0/0s	1,000 range	+45 Str/Con	0
36	Fortification of the Deep	Friend	3.0s/0/0s	1,000 range	+57 Str/Con	0
46	Power of the Deep	Friend	3.0s/0/0s	1,000 range	+69 Str/Con	0

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Buff Dexterity/Quickness

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Gloom's Guide	Friend	3.0s/0/0s	1,000 range	+18 Dex/Qui	0
6	Gloom's Wisdom	Friend	3.0s/0/0s	1,000 range	+21 Dex/Qui	0
10	Gloom's Enlightenment	Friend	3.0s/0/0s	1,000 range	+27 Dex/Qui	0
14	Murk's Guide	Friend	3.0s/0/0s	1,000 range	+31 Dex/Qui	0
21	Murk's Wisdom	Friend	3.0s/0/0s	1,000 range	+39 Dex/Qui	0
28	Murk's Enlightenment	Friend	3.0s/0/0s	1,000 range	+48 Dex/Qui	0
37	Shadow's Wisdom	Friend	3.0s/0/0s	1,000 range	+58 Dex/Qui	0
47	Shadow's Enlightenment	Friend	3.0s/0/0s	1,000 range	+70 Dex/Qui	0

Damage Add

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Minor Force of the Deep	Friend	3.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 0.7 DPS	2
4	Lesser Force of the Deep	Friend	3.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 1.0 DPS	3
8	Force of the Deep	Friend	3.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 1.3 DPS	5
11	Major Force of the Deep	Friend	3.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 1.6 DPS	7
15	Greater Force of the Deep	Friend	3.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 2.0 DPS	9
20	Superior Force of the Deep	Friend	3.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 2.4 DPS	12
27	Mighty Force of the Deep	Friend	3.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 3.0 DPS	17
34	Supreme Force of the Deep	Friend	3.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 3.7 DPS	21
44	Ultimate Force of the Deep	Friend	3.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 4.6 DPS	28

Buff Cold Resistance

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
24	Warmth from Below	Group	3.0s/10 minutes/0s	1,000 range	8 (Resist Cold)	19
35	Heat from Below	Group	3.0s/10 minutes/0s	1,000 range	16 (Resist Cold)	29
45	Fires from Below	Group	3.0s/10 minutes/0s	1,000 range	24 (Resist Cold)	38

Buff Heat Resistance

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
23	Wrap of the Deep	Group	3.0s/10 minutes/0s	1,000 range	8 (Resist Heat)	19
30	Shroud of the Deep	Group	3.0s/10 minutes/0s	1,000 range	16 (Resist Heat)	25
43	Caress of the Deep	Group	3.0s/10 minutes/0s	1,000 range	24 (Resist Heat)	36

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Buff Matter Resistance

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
25	Rock Unity	Group	3.0s/10 minutes/0s	1,000 range	8 (Resist Matter)	20
38	Stone Unity	Group	3.0s/10 minutes/0s	1,000 range	16 (Resist Matter)	32
48	Cavern Unity	Group	3.0s/10 minutes/0s	1,000 range	24 (Resist Matter)	41

Spec: Buff Shear Acuity

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
28	Acuity Cut	Self	3.0s/0/0s	1,500 range	2 (Body)	12
40	Acuity Slash	Ground Target	3.0s/0/0s	1,500 range/150 radius	2 (Body)	16

Buff Shear Dexterity

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
31	Dexterity Fragment	Enemy	3.0s/0/0s	1,500 range	2 (Body)	8
43	Dexterity Mangle	Ground Target	3.0s/0/0s	1,500 range/150 radius	2 (Body)	16

Buff Shear Constitution

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
33	Constitution Hash	Enemy	3.0s/0/0s	1,500 range	2 (Body)	12
44	Constitution Clip	Ground Target	3.0s/0/0s	1,500 range/150 radius	2 (Body)	16

Buff Shear Strength

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
34	Strength Lop	Enemy	3.0s/0/0s	1,500 range	2 (Body)	12
47	Strength Hack	Ground Target	3.0s/0/0s	1,500 range/150 radius	2 (Body)	16

Buff Shear Strength/Constitution

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
37	Potency Whack	Enemy	3.0s/0/0s	1,500 range	2 (Body)	12
48	Potency Sever	Ground Target	3.0s/0/0s	1,500 range/150 radius	2 (Body)	16

Buff Shear Dexterity/Quickness

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
39	Agility Trunc	Enemy	3.0s/0/0s	1,500 range	2 (Body)	12
50	Agility Mince	Ground Target	3.0s/0/0s	1,500 range/150 radius	2 (Body)	16

Shield (Focus)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
41	Spirit Shell	Friend	2.0s/0/0s	2,000 range	Realm vs Realm Only	3

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PBAoE Buff

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
30	Alacrity of the Deep	Friend	4.0s/0/0s	1,000 radius	—	10
35	Dispersal of the Deep	Friend	4.0s/0/0s	1,000 radius	—	10
36	Shadow's Blessing	Friend	4.0s/0/0s	1,000 radius	—	10
41	Clarity of the Deep	Friend	4.0s/0/0s	1,000 radius	—	20
45	Partitioning of the Deep	Friend	4.0s/0/0s	1,000 radius	—	20
46	Shadow's Endowment	Friend	4.0s/0/0s	1,000 radius	—	20

Buff Fatigue Regeneration

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Minor Earth Invigoration	Friend	3.0s/0/0s	1,000 range	1	0
12	Lesser Earth Invigoration	Friend	3.0s/0/0s	1,000 range	2	0
22	Earth Invigoration	Friend	3.0s/0/0s	1,000 range	3	0
32	Greater Earth Invigoration	Friend	3.0s/0/0s	1,000 range	4	0
42	Superior Earth Invigoration	Friend	3.0s/0/0s	1,000 range	5	0

Buff Acuity

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
12	Sight of the Deep	Friend	3.0s/0/0s	1,000 range	+22 Acuity	0
22	Wisdom of the Deep	Friend	3.0s/0/0s	1,000 range	+32 Acuity	0
31	Sagacity of the Deep	Friend	3.0s/0/0s	1,000 range	+41 Acuity	0
42	Vision of the Deep	Friend	3.0s/0/0s	1,000 range	+52 Acuity	0

Cave Magic Baseline

Damage over Time

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Fungal Dispersion	Enemy	3.0s/24 seconds/0s	1,500 range	2 dmg/tick	2
4	Fungal Deterioration	Enemy	3.0s/24 seconds/0s	1,500 range	7 dmg/tick	3
7	Fungal Decay	Enemy	3.0s/24 seconds/0s	1,500 range	13 dmg/tick	5
11	Fungal Solvent	Enemy	3.0s/24 seconds/0s	1,500 range	19 dmg/tick	7
15	Fungal Disintegration	Enemy	3.0s/24 seconds/0s	1,500 range	27 dmg/tick	9
20	Fungal Erosion	Enemy	3.0s/24 seconds/0s	1,500 range	35 dmg/tick	12
25	Fungal Degeneration	Enemy	3.0s/24 seconds/0s	1,500 range	45 dmg/tick	15
30	Fungal Devolution	Enemy	3.0s/24 seconds/0s	1,500 range	53 dmg/tick	19
35	Fungal Decrepitude	Enemy	3.0s/24 seconds/0s	1,500 range	63 dmg/tick	22
41	Fungal Dilapidation	Enemy	3.0s/24 seconds/0s	1,500 range	73 dmg/tick	26
48	Fungal Blight	Enemy	3.0s/24 seconds/0s	1,500 range	87 dmg/tick	31

Disease

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Induce Ailment	Enemy	3.0s/1 minute/0s	1,500 range	-7.5%/-15% (Body)	4
16	Induce Fever	Enemy	3.0s/30 seconds/0s	1,500 range	-7.5%/-15% (Body)	10
24	Induce sickness	Enemy	3.0s/2 minutes/0s	1,500 range	-7.5%/-15% (Body)	17
36	Induce Malady	Enemy	3.0s/2 minutes 30 seconds/0s	1,500 range	-7.5%/-15% (Body)	23
45	Induce Disease	Enemy	3.0s/3 minutes/0s	1,500 range	-7.5%/-15% (Body)	30

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Disease AoE

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
17	Infectious Spores	Enemy	3.0s/1 minute 30 seconds/0s	1,500 range/250 radius	-7.5%/-15% (Body)	10
27	Fevering Spores	Enemy	3.0s/2 minutes/0s	1,500 range/300 radius	-7.5%/-15% (Body)	17
37	Festering Spores	Enemy	3.0s/30 seconds/0s	1,500 range/350 radius	-7.5%/-15% (Body)	23
47	Plague Spores	Enemy	3.0s/3 minutes/0s	1,500 range/400 radius	-7.5%/-15% (Body)	30

Root

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Grasping Creepers	Enemy	2.5s/18 seconds/0s	1,500 range	-99% (Matter)	2
6	Bonding Creepers	Enemy	2.5s/24 seconds/0s	1,500 range	-99% (Matter)	4
10	Webbing Creepers	Enemy	2.5s/30 seconds/0s	1,500 range	-99% (Matter)	6
14	Clutching Creepers	Enemy	2.5s/36 seconds/0s	1,500 range	-99% (Matter)	9
19	Holding Creepers	Enemy	2.5s/43 seconds/0s	1,500 range	-99% (Matter)	12
26	Tangling Creepers	Enemy	2.5s/54 seconds/0s	1,500 range	-99% (Matter)	16
32	Tenacious Creepers	Enemy	2.5s/3 seconds/0s	1,500 range	-99% (Matter)	20
39	Detaining Creepers	Enemy	2.5s/13 seconds/0s	1,500 range	-99% (Matter)	25
46	Clenching Creepers	Enemy	2.5s/24 seconds/0s	1,500 range	-99% (Matter)	30

Cave Magic Specialization

Damage over Time (AoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
17	Spore Cloud	Enemy	3.0s/24 seconds/0s	1,500 range/350 radius	31 dmg/tick	16
23	Spore Burst	Enemy	3.0s/24 seconds/0s	1,500 range/350 radius	41 dmg/tick	22
29	Spore Explosion	Enemy	3.0s/24 seconds/0s	1,500 range/350 radius	53 dmg/tick	28
36	Spore Storm	Enemy	3.0s/24 seconds/0s	1,500 range/350 radius	65 dmg/tick	36
46	Spore Whirlwind	Enemy	3.0s/24 seconds/0s	1,500 range/350 radius	83 dmg/tick	47

Damage Shield

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Fungal Covering	Friend	4.0s/0/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 0.8 DPS	0
5	Fungal Pod	Friend	4.0s/0/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 1.1 DPS	0
10	Fungal Case	Friend	4.0s/0/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 1.5 DPS	0
16	Fungal Wrap	Friend	4.0s/0/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 2.1 DPS	0
24	Fungal Coat	Friend	4.0s/0/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 2.8 DPS	0
33	Fungal Sheath	Friend	4.0s/0/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 3.6 DPS	0
43	Fungal Husk	Friend	4.0s/0/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 4.5 DPS	0

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Damage

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Fungal Mud	Enemy	3.0s/0/20s	1,500 range	5 (Matter)	2
4	Fungal Froth	Enemy	3.0s/0/20s	1,500 range	17 (Matter)	3
7	Fungal Muck	Enemy	3.0s/0/20s	1,500 range	29 (Matter)	5
11	Fungal Slush	Enemy	3.0s/0/20s	1,500 range	40 (Matter)	7
15	Fungal Slime	Enemy	3.0s/0/20s	1,500 range	57 (Matter)	9
20	Fungal Ooze	Enemy	3.0s/0/20s	1,500 range	73 (Matter)	12
25	Fungal Sludge	Enemy	3.0s/0/20s	1,500 range	92 (Matter)	15
30	Fungal Ichor	Enemy	3.0s/0/20s	1,500 range	108 (Matter)	19
35	Fungal Scum	Enemy	3.0s/0/20s	1,500 range	128 (Matter)	22
41	Fungal Mucus	Enemy	3.0s/0/20s	1,500 range	148 (Matter)	26

Damage Bolt

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Fungal Pin	Enemy	2.5s/0/20s	1,875 range	7 (Matter)	2
4	Fungal Burr	Enemy	2.5s/0/20s	1,875 range	26 (Matter)	3
7	Fungal Spike	Enemy	2.5s/0/20s	1,875 range	45 (Matter)	5
11	Fungal Bramble	Enemy	2.5s/0/20s	1,875 range	63 (Matter)	7
15	Fungal Spur	Enemy	2.5s/0/20s	1,875 range	89 (Matter)	9
20	Fungal Thistle	Enemy	2.5s/0/20s	1,875 range	114 (Matter)	12
25	Fungal Thorn	Enemy	2.5s/0/20s	1,875 range	145 (Matter)	15
30	Fungal Needle	Enemy	2.5s/0/20s	1,875 range	169 (Matter)	19
35	Fungal Barb	Enemy	2.5s/0/20s	1,875 range	201 (Matter)	22
41	Fungal Spine	Enemy	2.5s/0/20s	1,875 range	232 (Matter)	26

Disease PBAoE (Instant)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
27	Mold Cloud	Enemy	0s/2 minutes/8s	350 radius	-7.5%/-15% (Matter)	17
37	Mold Burst	Enemy	0s/30 seconds/8s	350 radius	-7.5%/-15% (Matter)	23
47	Mold Explosion	Enemy	0s/3 minutes/8s	350 radius	-7.5%/-15% (Matter)	30

Root (AoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
22	Vine Field	Enemy	3.0s/38 seconds/0s	1,500 range/350 radius	-99% (Matter)	13
31	Weed Field	Enemy	3.0s/50 seconds/0s	1,500 range/350 radius	-99% (Matter)	19
39	Creeper Field	Enemy	3.0s/1 minute/0s	1,500 range/350 radius	-99% (Matter)	25
49	Tendril Field	Enemy	3.0s/13 seconds/0s	1,500 range/350 radius	-99% (Matter)	32

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Mending Baseline

Minor Heal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Minor Mending	Friend	2.2s/0/0s	2,000 range	6	1
3	Minor Refinement	Friend	2.2s/0/0s	2,000 range	11	2
5	Minor Improvement	Friend	2.2s/0/0s	2,000 range	16	3
8	Minor Reconstitution	Friend	2.2s/0/0s	2,000 range	23	4
11	Minor Amelioration	Friend	2.2s/0/0s	2,000 range	31	5
14	Minor Purification	Friend	2.2s/0/0s	2,000 range	38	6
18	Minor Recovery	Friend	2.2s/0/0s	2,000 range	48	8
23	Minor Reparation	Friend	2.2s/0/0s	2,000 range	60	10
29	Minor Restoration	Friend	2.2s/0/0s	2,000 range	75	12
37	Minor Reconstruction	Friend	2.2s/0/0s	2,000 range	95	14
47	Minor Emendation	Friend	2.2s/0/0s	2,000 range	119	17

Heal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Refinement	Friend	2.8s/0/0s	2,000 range	26	4
6	Improvement	Friend	2.8s/0/0s	2,000 range	36	6
9	Reconstitution	Friend	2.8s/0/0s	2,000 range	50	9
12	Amelioration	Friend	2.8s/0/0s	2,000 range	65	11
16	Purification	Friend	2.8s/0/0s	2,000 range	85	15
21	Recovery	Friend	2.8s/0/0s	2,000 range	109	19
27	Reparation	Friend	2.8s/0/0s	2,000 range	138	25
31	Restoration	Friend	2.8s/0/0s	2,000 range	158	28
36	Reconstruction	Friend	2.8s/0/0s	2,000 range	183	33
46	Emendation	Friend	2.8s/0/0s	2,000 range	231	42

Minor Group Heal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
15	Group Reparation	Group	2.6s/0/0s	2,000 range	33	17
25	Group Purification	Group	2.4s/0/0s	2,000 range	53	21
35	Group Restoration	Group	2.2s/0/0s	2,000 range	73	24
45	Group Emendation	Group	2.0s/0/0s	2,000 range	93	25

Resurrection

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
10	Arrival from Valhalla	Corpse	4.0s/0/0s	1,500 range	Target is resurrected with 0% power and 10% health	0

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Mending Specialization

Major Heal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Major Reconstitution	Friend	3.2s/0/0s	2,000 range	55	10
8	Major Amelioration	Friend	3.2s/0/0s	2,000 range	82	15
11	Major Purification	Friend	3.2s/0/0s	2,000 range	109	20
14	Major Recovery	Friend	3.2s/0/0s	2,000 range	136	24
18	Major Reparation	Friend	3.2s/0/0s	2,000 range	172	30
25	Major Restoration	Friend	3.2s/0/0s	2,000 range	235	39
33	Major Reconstruction	Friend	3.2s/0/0s	2,000 range	307	48
42	Major Emendation	Friend	3.2s/0/0s	2,000 range	387	57

Resurrection

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
15	Reception from Valhalla	Corpse	4.0s/0/0s	1,500 range	Target is resurrected with 10% power and 30% health	0

Cure Poison

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
7	Cure Poison	Friend	3.0s/0/0s	1,500 range	—	6%

Cure Disease

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
6	Cure Disease	Friend	3.0s/0/0s	1,500 range	—	6%

Buff Health Regeneration

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
9	Frigg's Antidote	Friend	3.0s/30 seconds/0s	2,000 range	30	9
12	Frigg's Medicant	Friend	3.0s/30 seconds/0s	2,000 range	39	12
16	Frigg's Cure	Friend	3.0s/30 seconds/0s	2,000 range	51	15
21	Frigg's Elixir	Friend	3.0s/30 seconds/0s	2,000 range	66	20
27	Frigg's Panacea	Friend	3.0s/30 seconds/0s	2,000 range	84	26
32	Frigg's Remedy	Friend	3.0s/30 seconds/0s	2,000 range	99	32
43	Frigg's Balm	Friend	3.0s/30 seconds/0s	2,000 range	132	4

Buff Health Regeneration, Group

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
26	Fungal Rejuvenation	Group	4.0s/30 seconds/0s	2,000 range	81	50
35	Fungal Regeneration	Group	4.0s/30 seconds/0s	2,000 range	108	70
46	Fungal Restoration	Group	4.0s/30 seconds/0s	2,000 range	141	9

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Shadowblade (Rogue)

Midgard's assassin class is the Shadowblade. With their unique ability to use two-handed weapons, Shadowblades are one of the harder-hitting assassins in the game.

Pros: *Two-handed weapons*

Cons: *All weapons are strength-based*

Races Available: *Frostalf, Kobold, Norse, Valkyn*

Race Recommended: *Norse*

Skill Points: *2.2x per level*

Key Attributes:

- *Strength*
- *Dexterity*
- *Quickness*
- *Constitution*

Specializations:

- *Axe*
- *Sword*
- *Left Axe*
- *Critical Strike*
- *Envenom*
- *Stealth*

Armor: Up to and including leather

Master Level Path: Battlemaster or Spymaster

Misc. Abilities:

- *Sprint*
- *Evade I (1)*
- *Evade II (5)*
- *Evade III (10)*
- *Evade IV (20)*
- *Evade V (30)*
- *Evade VI (40)*
- *Evade VII (50)*

Stealth-based Abilities:

- *Distraction (5)*
- *Safefall I (10)*
- *Safefall II (20)*
- *Safefall III (30)*
- *Safefall IV (40)*
- *Safe Fall V (50)*
- *Climb Walls (25)*

Know Your Role:

Five-Spec: *39 weapon, 39 critical strike, 37 stealth, 37 envenom, 23 left axe*

Shadowzerker: *40 weapon, 39 left axe, 37 stealth, 37 envenom, 21 critical strike*

Critical Strike

Critical Strike

Level	Name	Prereq	Attack	Defense	Fatigue	Damage	Effect
2	Backstab	From behind target	Medium Bonus	Medium Penalty	Medium	High	Stunned
4	Eviscerate	Backstab	Low Bonus	Low Penalty	Medium	High	Slowed
6	Kidney Rupture	Eviscerate	Low Bonus	Medium Penalty	Low	High	Bleeding
8	Pincer	To side of target	High Bonus	High Penalty	Medium	High	—
10	Backstab II	Behind Target	High Bonus	Medium Penalty	High	High	Stunned
12	Hamstring	You evade	Medium Bonus	Medium Bonus	Low	High	Bleeding
15	Thigh Cut	Backstab II	Medium Bonus	Low Penalty	Medium	High	—
18	Garrote	None	Medium Bonus	Medium Penalty	High	High	Hindered
21	Perforate Artery	In front of target	High Bonus	Medium Penalty	Medium	High	Bleeding
25	Achilles' Heel	Garrote	Medium Bonus	None	Medium	High	Slowed
29	Leaper	Hamstring	High Bonus	Low Bonus	Medium	High	Bleeding
34	Creeping Death	Perforate Artery	High Bonus	None	Low	High	Stunned
39	Stunning Stab	Creeping Death	High Bonus	Low Bonus	Low	High	Bleeding
44	Rib Separation	Leaper	High Bonus	None	Low	High	Hindered
50	Ripper	Rib Separation	High Bonus	Low Bonus	Low	High	Bleeding

Mundane Poisons

DoT

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Minor Lethal Poison	Enemy	0s/20 seconds/0s	—	9 dmg/tick	0
5	Lesser Lethal Poison	Enemy	0s/20 seconds/0s	—	12 dmg/tick	0
10	Lethal Poison	Enemy	0s/20 seconds/0s	—	16 dmg/tick	0
15	Major Lethal Poison	Enemy	0s/20 seconds/0s	—	21 dmg/tick	0

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Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
20	Greater Lethal Poison	Enemy	0s/20 seconds/0s	—	26 dmg/tick	0
25	Minor Lethal Venom	Enemy	0s/20 seconds/0s	—	31 dmg/tick	0
30	Lesser Lethal Venom	Enemy	0s/20 seconds/0s	—	37 dmg/tick	0
35	Major Lethal Venom	Enemy	0s/20 seconds/0s	—	43 dmg/tick	0
40	Greater Lethal Venom	Enemy	0s/20 seconds/0s	—	50 dmg/tick	0
45	Insidious Lethal Venom	Enemy	0s/20 seconds/0s	—	57 dmg/tick	0
50	Lifebane	Enemy	0s/20 seconds/0s	—	64 dmg/tick	0

Debuff Strength

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Minor Weakening Poison	Enemy	0s/1 minute/0s	—	-18 Str	2
6	Lesser Weakening Poison	Enemy	0s/1 minute/0s	—	-24 Str	4
11	Major Weakening Poison	Enemy	0s/1 minute/0s	—	-33 Str	7
17	Greater Weakening Poison	Enemy	0s/1 minute/0s	—	-44 Str	10

Disease (Debuffs Strength, Speed, Healing Rate)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Minor Infectious Serum	Enemy	3.0s/1 minute/0s	1,500 range	-7.5%/-15% (Body)	3
16	Lesser Infectious Serum	Enemy	3.0s/30 seconds/0s	1,500 range	-7.5%/-15% (Body)	10
26	Infectious Serum	Enemy	3.0s/2 minutes/0s	1,500 range	-7.5%/-15% (Body)	16
38	Major Infectious Serum	Enemy	3.0s/30 seconds/0s	1,500 range	-7.5%/-15% (Body)	24
48	Greater Infectious Serum	Enemy	3.0s/3 minutes/0s	1,500 range	-7.5%/-15% (Body)	31

Snare

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Minor Imbalance Poison	Enemy	0s/35 seconds/0s	—	-40% (Body)	3
8	Lesser Imbalance Poison	Enemy	0s/44 seconds/0s	—	-40% (Body)	5
13	Major Imbalance Poison	Enemy	0s/52 seconds/0s	—	-40% (Body)	8
18	Greater Imbalance Poison	Enemy	0s/1 second/0s	—	-40% (Body)	11
23	Minor Crippling Poison	Enemy	0s/10 seconds/0s	—	-40% (Body)	14
27	Lesser Crippling Poison	Enemy	0s/17 seconds/0s	—	-40% (Body)	17
31	Major Crippling Poison	Enemy	0s/24 seconds/0s	—	-40% (Body)	19
42	Greater Crippling Poison	Enemy	0s/43 seconds/0s	—	-40% (Body)	27

Debuff Strength, Constitution

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
22	Minor Enervating Poison	Enemy	0s/1 minute/0s	—	-55 Str/Con	13
29	Lesser Enervating Poison	Enemy	0s/1 minute/0s	—	-71 Str/Con	18
37	Major Enervating Poison	Enemy	0s/1 minute/0s	—	-91 Str/Con	23
47	Greater Enervating Poison	Enemy	0s/1 minute/0s	—	-118 Str/Con	30

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Hunter (Rogue)

While not as devious as their Shadowblade cousins, Hunters are the other stealth class of Midgard. Skilled in the bow and spear, they can also conjure or charm animals to assist them in battle.

Pros: *Good ranged and melee abilities*

Cons: *They often become prey to assassins*

Races Available: *Dwarf, Frostalf, Kobold, Norse, Valkyn*

Recommended Race: *Kobold*

Skill Points: *2.2x per level*

Key Attributes:

Dexterity	*Strength*
Quickness	*Constitution*

Specializations:

Composite Bow	*Beastcraft*
Spear	*Stealth*
Sword	

Armor: Up to and including studded leather

Master Level Path: Battlemaster or Sojourner

Misc. Abilities:

Sprint	*Evade III (30)*
Evade I (1)	*Tireless (15)*
Evade II (20)	*Camouflage (30)*

Know Your Role:

Archer: *50 composite bow, 41 spear, 37 stealth, 16 beastcraft*

Balanced, but buffless: *43 beastcraft, 40 composite bow, 37 stealth, 31 spear*

Melee: *50 weapon, 41 composite bow, 37 stealth, 16 beastcraft*

Beastcraft

Shield

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Lynx's Pelt	Self	3.0s/20 minutes/0s	—	12 af	6
4	Snake's Scales	Self	3.0s/20 minutes/0s	—	14 af	8
8	Wolf's Hide	Self	3.0s/20 minutes/0s	—	18 af	14
11	Turtle's Shell	Self	3.0s/20 minutes/0s	—	21 af	18
14	Bear's Mantle	Self	3.0s/20 minutes/0s	—	24 af	22
18	Crab's Shell	Self	3.0s/20 minutes/0s	—	28 af	30
23	Drake's Hide	Self	3.0s/20 minutes/0s	—	33 af	38
31	Wyvern's Scales	Self	3.0s/20 minutes/0s	—	41 af	50
42	Arachite's Chitin	Self	3.0s/20 minutes/0s	—	52 af	70

Buff Strength, Constitution

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
10	Wild Spirit	Pet	3.0s/10 minutes/0s	1,000 range	+18 Str/Con	16
17	Feral Spirit	Pet	3.0s/10 minutes/0s	1,000 range	+23 Str/Con	28
24	Furious Spirit	Pet	3.0s/10 minutes/0s	1,000 range	+29 Str/Con	38
33	Raging Spirit	Pet	3.0s/10 minutes/0s	1,000 range	+36 Str/Con	54
41	Frenzied Spirit	Pet	3.0s/10 minutes/0s	1,000 range	+42 Str/Con	70

Buff Dexterity, Quickness

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Nimbleness of the Lynx	Self	3.0s/20 minutes/0s	1,000 range	+14 Dex/Qui	10
12	Agility of the Lynx	Self	3.0s/20 minutes/0s	1,000 range	+19 Dex/Qui	20
21	Dexterity of the Lynx	Self	3.0s/20 minutes/0s	1,000 range	+26 Dex/Qui	34
30	Quickness of the Lynx	Self	3.0s/20 minutes/0s	1,000 range	+34 Dex/Qui	50
40	Alacrity of the Lynx	Self	3.0s/20 minutes/0s	1,000 range	+42 Dex/Qui	68
50	Heart of the Lynx	Self	3.0s/20 minutes/0s	1,000 range	+50 Dex/Qui	8

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Charm Animal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Minor Call of Gleipnir	Enemy	4.0s/Until Destroyed/Dispelled/0s	1,200 range	—	25%
7	Lesser Call of Gleipnir	Enemy	4.0s/Until Destroyed/Dispelled/0s	1,200 range	—	25%
13	Call of Gleipnir	Enemy	4.0s/Until Destroyed/Dispelled/0s	1,200 range	—	25%
20	Greater Call of Gleipnir	Enemy	4.0s/Until Destroyed/Dispelled/0s	1,200 range	—	25%
32	Superior Call of Gleipnir	Enemy	4.0s/Until Destroyed/Dispelled/0s	1,200 range	—	25%

Charm Insect

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Influence Insect	Enemy	4.0s/Until Destroyed/Dispelled/0s	1,200 range	—	25%
9	Compel Insect	Enemy	4.0s/Until Destroyed/Dispelled/0s	1,200 range	—	25%
15	Charm Insect	Enemy	4.0s/Until Destroyed/Dispelled/0s	1,200 range	—	25%
22	Control Insect	Enemy	4.0s/Until Destroyed/Dispelled/0s	1,200 range	—	25%
35	Dominate Insect	Enemy	4.0s/Until Destroyed/Dispelled/0s	1,200 range	—	25%

Speed Burst

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
6	Speed of Prey	Self	0s/20 seconds/600s	—	Target speed increase: 135%	10
16	Speed of Quarry	Self	0s/30 seconds/600s	—	Target speed increase: 150%	26
25	Speed of the Chased	Self	0s/40 seconds/600s	—	Target speed increase: 165%	40
34	Speed of the Pursued	Self	0s/50 seconds/600s	—	Target speed increase: 180%	56
43	Speed of the Hunted	Self	0s/1 minute/600s	—	Target speed increase: 195%	72

Summon Wolf

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Hunter's Companion	Self	0s/Until Destroyed/Dispelled/120s	—	—	25%
7	Hunter's Pet	Self	0s/Until Destroyed/Dispelled/120s	—	—	25%
13	Hunter's Ally	Self	0s/Until Destroyed/Dispelled/120s	—	—	25%
20	Hunter's Protector	Self	0s/Until Destroyed/Dispelled/120s	—	—	25%
32	Hunter's Avatar	Self	0s/Until Destroyed/Dispelled/120s	—	—	25%

Runemaster (Mystic)

Midgard's primary direct-damage casting class is the Runemaster, who enjoys melting foes from afar. There are three basic types of Runemasters: darkness, suppression and darkcarvers. Darkness is for flat-out damage dealing, suppression has a snaring nuke and pulsating bladeturn, while darkcarvers enjoy all the benefits of the runecarving line, but can debuff their own baseline darkness direct damage spells, often capping out in damage per hit.

Pros: *Great damage dealers*

Cons: *Less utility than other casters*

Races Available: *Dwarf, Frostalf, Kobold, Norse*

Race Recommended: *Frostalf and Kobold*

Skill Points: *1.0 per level*

Key Attributes:

Dexterity

Piety

Constitution

Specializations:

Runes of Darkness (Darkness)

Runes of Destruction (Runecarving)

Runes of Suppression (Suppression)

Note

Baseline spells are gained as the character levels, while specialty spells are gained only by spending specialization points in that spell line.

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Armor: Cloth

Master Level Path: Convoker or Stormlord

Tradeskills: Spellcrafting, Tailoring

Misc. Abilities: Sprint, Quickcast

Know Your Role:

Darkness: *47 darkness, 26 suppression*

Suppression: *50 suppression, 20 runecarving*

Darkcarver: *48 runecarving, 24 darkness*

Darkness Baseline

Debuff Dexterity

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Blanket of Darkness	Enemy	0s/1 minute/5s	1,500 range	-13 Dex	3
6	Screen of Darkness	Enemy	0s/1 minute/5s	1,500 range	-14 Dex	4
9	Envelope of Darkness	Enemy	0s/1 minute/5s	1,500 range	-17 Dex	6
13	Globe of Darkness	Enemy	0s/1 minute/5s	1,500 range	-20 Dex	8
18	Field of Darkness	Enemy	0s/1 minute/5s	1,500 range	-24 Dex	11
25	Wrap of Darkness	Enemy	0s/1 minute/5s	1,500 range	-30 Dex	15
36	Veil of Darkness	Enemy	0s/1 minute/5s	1,500 range	-38 Dex	23
46	Shroud of Darkness	Enemy	0s/1 minute/5s	1,500 range	-46 Dex	30

Damage

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Minor Dusk Dart	Enemy	2.6s/0/0s	1,500 range	5 (Cold)	2
2	Dusk Dart	Enemy	2.6s/0/0s	1,500 range	9 (Cold)	2
3	Major Dusk Dart	Enemy	2.6s/0/0s	1,500 range	13 (Cold)	3
5	Greater Dusk Dart	Enemy	2.6s/0/0s	1,500 range	21 (Cold)	4
8	Minor Gloom Blast	Enemy	2.6s/0/0s	1,500 range	33 (Cold)	5
12	Gloom Blast	Enemy	2.6s/0/0s	1,500 range	45 (Cold)	8
15	Greater Gloom Blast	Enemy	2.6s/0/0s	1,500 range	57 (Cold)	9
20	Murk Blast	Enemy	2.6s/0/0s	1,500 range	73 (Cold)	12
26	Greater Murk Blast	Enemy	2.6s/0/0s	1,500 range	96 (Cold)	16
33	Shadow Blast	Enemy	2.6s/0/0s	1,500 range	120 (Cold)	21
43	Greater Shadow Blast	Enemy	2.6s/0/0s	1,500 range	155 (Cold)	27
50	Obsidian Strike	Enemy	2.6s/0/0s	1,500 range	179 (Cold)	33

Runes of Darkness (Darkness Specialization)

Damage Add

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Rune of Discomfort	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 1.8 DPS	4
11	Rune of Injury	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 3.1 DPS	7
18	Rune of Hurt	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 4.6 DPS	11
24	Rune of Pain	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 5.8 DPS	15
31	Rune of Agony	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 7.3 DPS	19

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Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
39	Rune of Misery	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 9.0 DPS	25
49	Rune of Torment	Friend	4.0s/10 minutes/0s	1,000 range	Bonus: Damages target for listed damage/Damage: 11.1 DPS	32

Damage

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Rune of Dusk	Enemy	2.8s/0/0s	1,500 range	5 (Cold)	2
3	Greater Rune of Dusk	Enemy	2.8s/0/0s	1,500 range	16 (Cold)	3
6	Rune of Pitch	Enemy	2.8s/0/0s	1,500 range	31 (Cold)	4
10	Greater Rune of Pitch	Enemy	2.8s/0/0s	1,500 range	46 (Cold)	6
13	Rune of Murk	Enemy	2.8s/0/0s	1,500 range	62 (Cold)	8
17	Greater Rune of Murk	Enemy	2.8s/0/0s	1,500 range	81 (Cold)	10
23	Rune of Obscurity	Enemy	2.8s/0/0s	1,500 range	108 (Cold)	14
30	Greater Rune of Obscurity	Enemy	2.8s/0/0s	1,500 range	137 (Cold)	19
37	Rune of Shadow	Enemy	2.8s/0/0s	1,500 range	173 (Cold)	23
47	Greater Rune of Shadow	Enemy	2.8s/0/0s	1,500 range	219 (Cold)	30

Damage and Debuff

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Minor Raven Bolt	Enemy	3.0s/1 minute/0s	1,500 range	Bonus: Resist lowered by 10%/Damage: 16	3
8	Lesser Raven Bolt	Enemy	3.0s/1 minute/0s	1,500 range	Bonus: Resist lowered by 10%/Damage: 32	5
12	Raven Bolt	Enemy	3.0s/1 minute/0s	1,500 range	Bonus: Resist lowered by 10%/Damage: 44	8
16	Major Raven Bolt	Enemy	3.0s/1 minute/0s	1,500 range	Bonus: Resist lowered by 10%/Damage: 60	10
22	Greater Raven Bolt	Enemy	3.0s/1 minute/0s	1,500 range	Bonus: Resist lowered by 10%/Damage: 79	13
29	Superior Raven Bolt	Enemy	3.0s/1 minute/0s	1,500 range	Bonus: Resist lowered by 10%/Damage: 107	18
38	Munin's Claw	Enemy	3.0s/1 minute/0s	1,500 range	Bonus: Resist lowered by 10%/Damage: 139	24
48	Hugin's Claw	Enemy	3.0s/1 minute/0s	1,500 range	Bonus: Resist lowered by 10%/Damage: 175	31

Damage and Debuff AoE

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
9	Raven Drove	Enemy	3.0s/1 minute/0s	1,500 range/350 radius	Bonus: Resist lowered by 10%/Damage: 28	8
14	Raven Flock	Enemy	3.0s/1 minute/0s	1,500 range/350 radius	Bonus: Resist lowered by 10%/Damage: 40	11
19	Raven Horde	Enemy	3.0s/1 minute/0s	1,500 range/350 radius	Bonus: Resist lowered by 10%/Damage: 56	15
25	Raven Throng	Enemy	3.0s/1 minute/0s	1,500 range/350 radius	Bonus: Resist lowered by 10%/Damage: 72	20
32	Raven Host	Enemy	3.0s/1 minute/0s	1,500 range/350 radius	Bonus: Resist lowered by 10%/Damage: 90	26
40	Raven Cloud	Enemy	3.0s/1 minute/0s	1,500 range/350 radius	Bonus: Resist lowered by 10%/Damage: 112	34
50	Raven Legion	Enemy	3.0s/1 minute/0s	1,500 range/350 radius	Bonus: Resist lowered by 10%/Damage: 140	43

Suppression Baseline

Absorb

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
30	Magical Buffer	Self	3.0s/20 minutes/0s	—	5 abs	19
41	Suppressive Buffer	Self	3.0s/20 minutes/0s	—	10 abs	26

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Shield

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Minor Magic Shield	Self	3.0s/20 minutes/0s	—	17 af	2
4	Lesser Magic Shield	Self	3.0s/20 minutes/0s	—	27 af	3
7	Magic Shield	Self	3.0s/20 minutes/0s	—	42 af	5
10	Major Magic Shield	Self	3.0s/20 minutes/0s	—	56 af	6
14	Greater Magic Shield	Self	3.0s/20 minutes/0s	—	75 af	9
18	Superior Magic Shield	Self	3.0s/20 minutes/0s	—	95 af	11
24	Suppressive Barrier	Self	3.0s/20 minutes/0s	—	124 af	15
32	Major Suppressive Barrier	Self	3.0s/20 minutes/0s	—	162 af	20
42	Greater Suppressive Barrier	Self	3.0s/20 minutes/0s	—	211 af	27
50	Superior Suppressive Barrier	Self	3.0s/20 minutes/0s	—	250 af	33

Debuff Strength

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Lessen Strength	Enemy	0s/1 minute/5s	1,500 range	-10 Str	1
5	Diffuse Strength	Enemy	0s/1 minute/5s	1,500 range	-14 Str	3
8	Disperse Strength	Enemy	0s/1 minute/5s	1,500 range	-16 Str	4
11	Suppress Strength	Enemy	0s/1 minute/5s	1,500 range	-18 Str	5
17	Quell Strength	Enemy	0s/1 minute/5s	1,500 range	-23 Str	8
25	Abolish Strength	Enemy	0s/1 minute/5s	1,500 range	-30 Str	12
33	Extinguish Strength	Enemy	0s/1 minute/5s	1,500 range	-36 Str	16
45	Annihilate Strength	Enemy	0s/1 minute/5s	1,500 range	-46 Str	23

Root

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Lessen Movement	Enemy	2.5s/9 seconds/0s	1,500 range	-99% (Body)	2
6	Diffuse Movement	Enemy	2.5s/13 seconds/0s	1,500 range	-99% (Body)	3
13	Disperse Movement	Enemy	2.5s/23 seconds/0s	1,500 range	-99% (Body)	6
19	Suppress Movement	Enemy	2.5s/31 seconds/0s	1,500 range	-99% (Body)	9
26	Quell Movement	Enemy	2.5s/41 seconds/0s	1,500 range	-99% (Body)	12
31	Abolish Movement	Enemy	2.5s/48 seconds/0s	1,500 range	-99% (Body)	15
40	Extinguish Movement	Enemy	2.5s/1 second/0s	1,500 range	-99% (Body)	20
49	Annihilate Movement	Enemy	2.5s/13 seconds/0s	1,500 range	-99% (Body)	25

Runes of Suppression (Suppression Specialization)

Bladeturn

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Runic Ward	Self	4.0s/Until Destroyed/Dispelled/0s	—	Bladeturn (0)	8%
10	Runic Fend	Friend	4.0s/Until Destroyed/Dispelled/0s	1,250 range	Bladeturn (0)	8%
16	Runic Shield	Group	4.0s/Until Destroyed/Dispelled/0s	1,250 range	Bladeturn (0)	12%

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Nearsight

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
11	Suppress Sight	Enemy	0s/2 minutes/0s	2,300 range	-25% vision (Energy)	5
19	Suppress Vision	Enemy	0s/2 minutes/0s	2,300 range	-35% vision (Energy)	9
25	Suppress View	Enemy	0s/2 minutes/0s	2,300 range	-45% vision (Energy)	12
32	Diminish Sight	Enemy	0s/2 minutes/0s	2,300 range	-55% vision (Energy)	16
40	Diminish Vision	Enemy	0s/2 minutes/0s	2,300 range	-65% vision (Energy)	20

Damage and Snare

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Minor Entrapping Rune	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -35%/Damage: 5 (Energy)	2
5	Lesser Entrapping Rune	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -35%/Damage: 21 (Energy)	4
9	Entrapping Rune	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -35%/Damage: 37 (Energy)	6
13	Lesser Tangling Rune	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -35%/Damage: 49 (Energy)	8
17	Tangling Rune	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -35%/Damage: 64 (Energy)	10
23	Lesser Snaring Rune	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -35%/Damage: 85 (Energy)	14
33	Snaring Rune	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -35%/Damage: 120 (Energy)	21
41	Lesser Rune of Mazing	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -35%/Damage: 148 (Energy)	26
50	Rune of Mazing	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -35%/Damage: 179 (Energy)	33

Damage and Snare (AoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
7	Field of Suppression	Enemy	3.0s/30 seconds/0s	1,500 range/350 radius	Bonus: -35%/Damage: 22 (Energy)	6
14	Field of Slackening	Enemy	3.0s/30 seconds/0s	1,500 range/350 radius	Bonus: -35%/Damage: 40 (Energy)	11
20	Field of Entrapping	Enemy	3.0s/30 seconds/0s	1,500 range/350 radius	Bonus: -35%/Damage: 56 (Energy)	16
27	Field of Snaring	Enemy	3.0s/30 seconds/0s	1,500 range/350 radius	Bonus: -35%/Damage: 78 (Energy)	22
36	Field of Tangling	Enemy	3.0s/30 seconds/0s	1,500 range/350 radius	Bonus: -35%/Damage: 102 (Energy)	30
46	Field of Mazing	Enemy	3.0s/30 seconds/0s	1,500 range/350 radius	Bonus: -35%/Damage: 130 (Energy)	39

Confusion

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
8	Hugin's Affliction	Enemy	3.5s/1 minute/0s	1,500 range	70% (Resist type: Energy)	4
12	Hugin's Malison	Enemy	3.5s/1 minute/0s	1,500 range	85% (Resist type: Energy)	6
18	Hugin's Curse	Enemy	3.5s/1 minute/0s	1,500 range	100% (Resist type: Energy)	8
24	Hugin's Vex	Enemy	3.5s/1 minute/0s	1,500 range	15%	12
28	Hugin's Damnation	Enemy	3.5s/1 minute/0s	1,500 range	30%	13
35	Hugin's Vilification	Enemy	3.5s/1 minute/0s	1,500 range	45%	17
45	Hugin's Malediction	Enemy	3.5s/1 minute/0s	1,500 range	60%	23

Bladeturn Chant

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
26	Runic Guard	Group	4.0s/10 seconds/pulse/0s	1,250 range	Bladeturn (0)	0
34	Runic Barrier	Group	4.0s/8 seconds/pulse/0s	1,250 range	Bladeturn (0)	0
44	Runic Wall	Group	4.0s/6 seconds/pulse/0s	1,250 range	Bladeturn (0)	0

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Runecarving (Baseline)

Damage

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
6	Token of Destruction	Enemy	3.0s/0/0s	1,500 range	25 (Energy)	4
8	Stamp of Destruction	Enemy	3.0s/0/0s	1,500 range	33 (Energy)	5
11	Note of Destruction	Enemy	3.0s/0/0s	1,500 range	40 (Energy)	7
14	Mark of Destruction	Enemy	3.0s/0/0s	1,500 range	52 (Energy)	9
18	Insignia of Destruction	Enemy	3.0s/0/0s	1,500 range	68 (Energy)	11
23	Symbol of Destruction	Enemy	3.0s/0/0s	1,500 range	85 (Energy)	14
30	Seal of Destruction	Enemy	3.0s/0/0s	1,500 range	108 (Energy)	19
38	Signet of Destruction	Enemy	3.0s/0/0s	1,500 range	140 (Energy)	24
48	Rune of Destruction	Enemy	3.0s/0/0s	1,500 range	176 (Energy)	31

Damage Bolt

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Simple Runebolt	Enemy	2.5s/0/20s	188 range	24 (Energy)	3
7	Minor Runebolt	Enemy	2.5s/0/20s	1,875 range	41 (Energy)	5
10	Lesser Runebolt	Enemy	2.5s/0/20s	1,875 range	53 (Energy)	6
13	Runebolt	Enemy	2.5s/0/20s	1,875 range	70 (Energy)	8
17	Major Runebolt	Enemy	2.5s/0/20s	1,875 range	92 (Energy)	10
22	Greater Runebolt	Enemy	2.5s/0/20s	1,875 range	115 (Energy)	13
28	Superior Runebolt	Enemy	2.5s/0/20s	1,875 range	149 (Energy)	17
36	Supreme Runebolt	Enemy	2.5s/0/20s	1,875 range	188 (Energy)	23
46	Sovereign Runebolt	Enemy	2.5s/0/20s	1,875 range	239 (Energy)	30

Speed Chant

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Token of Movement	Group	3.0s/6 seconds/pulse/0s	2,000 range	Target speed increase: 123%	0
15	Mark of Movement	Group	3.0s/6 seconds/pulse/0s	2,000 range	Target speed increase: 131%	0
25	Symbol of Movement	Group	3.0s/6 seconds/pulse/0s	2,000 range	Target speed increase: 138%	0
35	Seal of Movement	Group	3.0s/6 seconds/pulse/0s	2,000 range	Target speed increase: 146%	0
45	Rune of Movement	Group	3.0s/6 seconds/pulse/0s	2,000 range	Target speed increase: 153%	0

Runes of Destruction (Runecarving Specialization)

Debuff Cold Resistance

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
27	Vex of Cold	Enemy	0s/8 seconds/0s	1,500 range	-15 (Resist Cold)	13
36	Vex of Frost	Enemy	0s/8 seconds/0s	1,500 range	-30 (Resist Cold)	18
48	Vex of Ice	Enemy	0s/8 seconds/0s	1,500 range	-50 (Resist Cold)	24

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Debuff Matter Resistance

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
25	Vex of Soil	Enemy	0s/15 seconds/0s	1,500 range	-15 (Resist Matter)	12
34	Vex of Dirt	Enemy	0s/15 seconds/0s	1,500 range	-30 (Resist Matter)	16
46	Vex of Earth	Enemy	0s/15 seconds/0s	1,500 range	-50 (Resist Matter)	2

Debuff Heat Resistance

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
22	Vex of Heat	Enemy	0s/15 seconds/0s	1,500 range	-15 (Resist Heat)	10
33	Vex of Fire	Enemy	0s/15 seconds/0s	1,500 range	-30 (Resist Heat)	16
45	Vex of Flames	Enemy	0s/15 seconds/0s	1,500 range	-50 (Resist Heat)	23

Damage (AoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Odin's Ire	Enemy	3.0s/0/0s	1,500 range/350 radius	8 (Energy)	2
5	Odin's Grudge	Enemy	3.0s/0/0s	1,500 range/350 radius	20 (Energy)	4
7	Odin's Anger	Enemy	3.0s/0/0s	1,500 range/350 radius	28 (Energy)	5
12	Odin's Rage	Enemy	3.0s/0/0s	1,500 range/350 radius	44 (Energy)	8
18	Odin's Frenzy	Enemy	3.0s/0/0s	1,500 range/350 radius	67 (Energy)	11
24	Odin's Wrath	Enemy	3.0s/0/0s	1,500 range/350 radius	87 (Energy)	15
32	Odin's Vengeance	Enemy	3.0s/0/0s	1,500 range/350 radius	115 (Energy)	20
44	Odin's Hatred	Enemy	3.0s/0/0s	1,500 range/350 radius	158 (Energy)	28

Damage Bolt

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Lesser Sigil of Ruin	Enemy	2.5s/0/20s	1,875 range	7.8 (Energy)	2
3	Sigil of Ruin	Enemy	2.5s/0/20s	1,875 range	23.4 (Energy)	3
6	Lesser Sigil of Havoc	Enemy	2.5s/0/20s	1,875 range	45.5 (Energy)	4
10	Sigil of Havoc	Enemy	2.5s/0/20s	1,875 range	67.6 (Energy)	6
13	Lesser Sigil of Destruction	Enemy	2.5s/0/20s	1,875 range	89.7 (Energy)	8
17	Sigil of Destruction	Enemy	2.5s/0/20s	1,875 range	118.3 (Energy)	10
23	Lesser Sigil of Devastation	Enemy	2.5s/0/20s	1,875 range	156 (Energy)	14
30	Sigil of Devastation	Enemy	2.5s/0/20s	1,875 range	198.9 (Energy)	19
37	Lesser Sigil of Undoing	Enemy	2.5s/0/20s	1,875 range	250.9 (Energy)	23
47	Sigil of Undoing	Enemy	2.5s/0/20s	1,875 range	317.2 (Energy)	30

Damage (GTAoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
19	Mark of Ruin	Ground Target	3.0s/1 second/6s	1,500 range/350 radius	73 (Energy)	12
26	Mark of Havoc	Ground Target	3.0s/1 second/6s	1,500 range/350 radius	96 (Energy)	16
35	Mark of Devastation	Ground Target	3.0s/1 second/6s	1,500 range/350 radius	128 (Energy)	22
43	Mark of Undoing	Ground Target	3.0s/1 second/6s	1,500 range/350 radius	155 (Energy)	

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Spiritmaster (Mystic)

As the original pet caster class of Midgard, the Spiritmaster has evolved much since it was first released. From PBAoE spells and lifetaps to a pet that steps in and takes melee blows for you, the Spiritmaster enjoys many advantages over other casters.

Pros: *Lots of utility and survivability*

Cons: *Summoning line isn't good for RvR*

Races Available: *Frostalf, Kobold, Norse*

Race Recommended: *Any*

Skill Points: *1.0 per level*

Key Attributes:

Dexterity

Piety

Constitution

Specializations:

Spirit Dimming (Darkness)

Spirit Suppression (Suppression)

Spirit Enhancement (Summoning)

Note

Baseline spells are gained as the character levels, while specialty spells are gained only by spending specialization points in that spell line.

Armor: Cloth

Master Level Path: Convoker or Stormlord

Tradeskills: Spellcrafting, Tailoring

Misc. Abilities: Sprint, Quickcast

Know Your Role:

Darkness: *47 darkness, 26 suppression*

Suppression: *50 suppression, 20 darkness*

Summoning: *50 spirit enhancement, 20 darkness or suppression*

Suppression (Baseline)

Absorb

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
30	Magical Buffer	Self	3.0s/20 minutes/0s	—	5 abs	19
41	Suppressive Buffer	Self	3.0s/20 minutes/0s	—	10 abs	26

Shield

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Minor Magic Shield	Self	3.0s/20 minutes/0s	—	17 af	2
4	Lesser Magic Shield	Self	3.0s/20 minutes/0s	—	27 af	3
7	Magic Shield	Self	3.0s/20 minutes/0s	—	42 af	5
10	Major Magic Shield	Self	3.0s/20 minutes/0s	—	56 af	6
14	Greater Magic Shield	Self	3.0s/20 minutes/0s	—	75 af	9
18	Superior Magic Shield	Self	3.0s/20 minutes/0s	—	95 af	11
24	Suppressive Barrier	Self	3.0s/20 minutes/0s	—	124 af	15
32	Major Suppressive Barrier	Self	3.0s/20 minutes/0s	—	162 af	20
42	Greater Suppressive Barrier	Self	3.0s/20 minutes/0s	—	211 af	27
50	Superior Suppressive Barrier	Self	3.0s/20 minutes/0s	—	250 af	33

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Debuff Strength

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Lessen Strength	Enemy	0s/1 minute/5s	1,500 range	-10 Str	1
5	Diffuse Strength	Enemy	0s/1 minute/5s	1,500 range	-14 Str	3
8	Disperse Strength	Enemy	0s/1 minute/5s	1,500 range	-16 Str	4
11	Suppress Strength	Enemy	0s/1 minute/5s	1,500 range	-18 Str	5
17	Quell Strength	Enemy	0s/1 minute/5s	1,500 range	-23 Str	8
25	Abolish Strength	Enemy	0s/1 minute/5s	1,500 range	-30 Str	12
33	Extinguish Strength	Enemy	0s/1 minute/5s	1,500 range	-36 Str	16
45	Annihilate Strength	Enemy	0s/1 minute/5s	1,500 range	-46 Str	23

Root

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Lessen Movement	Enemy	2.5s/9 seconds/0s	1,500 range	-99% (Body)	2
6	Diffuse Movement	Enemy	2.5s/13 seconds/0s	1,500 range	-99% (Body)	3
13	Disperse Movement	Enemy	2.5s/23 seconds/0s	1,500 range	-99% (Body)	6
19	Suppress Movement	Enemy	2.5s/31 seconds/0s	1,500 range	-99% (Body)	9
26	Quell Movement	Enemy	2.5s/41 seconds/0s	1,500 range	-99% (Body)	12
31	Abolish Movement	Enemy	2.5s/48 seconds/0s	1,500 range	-99% (Body)	15
40	Extinguish Movement	Enemy	2.5s/1 second/0s	1,500 range	-99% (Body)	20
49	Annihilate Movement	Enemy	2.5s/13 seconds/0s	1,500 range	-99% (Body)	25

Spirit Suppression (Suppression Specialization)

Debuff Combat Speed

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
7	Scatter Fervor	Enemy	0s/42 seconds/5s	1,500 range	-7% slow (Spirit)	4
9	Diffuse Fervor	Enemy	0s/45 seconds/5s	1,500 range	-7% slow (Spirit)	4
12	Disperse Fervor	Enemy	0s/51 seconds/5s	1,500 range	-8% slow (Spirit)	6
16	Dissipate Fervor	Enemy	0s/58 seconds/5s	1,500 range	-9% slow (Spirit)	8
23	Scatter Zeal	Enemy	0s/10 seconds/5s	1,500 range	-11% slow (Spirit)	11
30	Diffuse Zeal	Enemy	0s/22 seconds/5s	1,500 range	-14% slow (Spirit)	15
38	Disperse Zeal	Enemy	0s/36 seconds/5s	1,500 range	-16% slow (Spirit)	19
48	Dissipate Zeal	Enemy	0s/54 seconds/5s	1,500 range	-19% slow (Spirit)	24

Damage (PBAoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
8	Soul Dissipation	Enemy	2.5s/0/0s	300 radius	59 (Spirit)	5
14	Soul Dispersal	Enemy	2.5s/0/0s	300 radius	96 (Spirit)	9
20	Soul Blast	Enemy	2.5s/0/0s	300 radius	133 (Spirit)	12
26	Soul Explosion	Enemy	2.5s/0/0s	300 radius	176 (Spirit)	16
34	Soul Banish	Enemy	2.5s/0/0s	300 radius	228 (Spirit)	21
41	Soul Destruction	Enemy	2.5s/0/0s	300 radius	273 (Spirit)	26
49	Soul Annihilation	Enemy	2.5s/0/0s	300 radius	331 (Spirit)	32

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Mesmerize

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Cripple Spirit	Enemy	3.0s/16 seconds/0s	1,500 range	Resist type: Spirit	2
4	Hold Spirit	Enemy	3.0s/20 seconds/0s	1,500 range	Resist type: Spirit	3
10	Pin Spirit	Enemy	3.0s/28 seconds/0s	1,500 range	Resist type: Spirit	6
15	Lock Spirit	Enemy	3.0s/34 seconds/0s	1,500 range	Resist type: Spirit	9
24	Immobilize Spirit	Enemy	3.0s/46 seconds/0s	1,500 range	Resist type: Spirit	15
31	Disable Spirit	Enemy	3.0s/55 seconds/0s	1,500 range	Resist type: Spirit	19
40	Paralyze Spirit	Enemy	3.0s/7 seconds/0s	1,500 range	Resist type: Spirit	25
50	Petrify Spirit	Enemy	3.0s/20 seconds/0s	1,500 range	Resist type: Spirit	33

Remove Mesmerization

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
28	Spirit Purge	Friend	3.0s/0/0s	1,500 range	—	6%

Debuff Strength/Constitution AoE

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Weaken Strength	Enemy	0s/1 minute/5s	1,500 range/400 radius	-16 Str/Con	3
6	Attenuate Strength	Enemy	0s/1 minute/5s	1,500 range/400 radius	-21 Str/Con	5
13	Undermine Strength	Enemy	0s/1 minute/5s	1,500 range/400 radius	-30 Str/Con	11
18	Enfeeble Strength	Enemy	0s/1 minute/5s	1,500 range/400 radius	-36 Str/Con	15
25	Impair Strength	Enemy	0s/1 minute/5s	1,500 range/400 radius	-45 Str/Con	20
33	Debilitate Strength	Enemy	0s/1 minute/5s	1,500 range/400 radius	-54 Str/Con	27
43	Emasculate Strength	Enemy	0s/1 minute/5s	1,500 range/400 radius	-66 Str/Con	36

Health Transfer

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
11	Spirit Flow	Friend	3.0s/0/0s	2,000 range	5	6
17	Spirit Wave	Friend	3.0s/0/0s	2,000 range	7	8
21	Spirit Flux	Friend	3.0s/0/0s	2,000 range	9	10
27	Spirit Fount	Friend	3.0s/0/0s	2,000 range	11	13
32	Spirit Flood	Friend	3.0s/0/0s	2,000 range	13	16
37	Spirit Surge	Friend	3.0s/0/0s	2,000 range	15	19
46	Spirit Confluence	Friend	3.0s/0/0s	2,000 range	19	24

Darkness (Baseline)

Debuff Dexterity

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Blanket of Darkness	Enemy	0s/1 minute/5s	1,500 range	-13 Dex	3
6	Screen of Darkness	Enemy	0s/1 minute/5s	1,500 range	-14 Dex	4
9	Envelope of Darkness	Enemy	0s/1 minute/5s	1,500 range	-17 Dex	6
13	Globe of Darkness	Enemy	0s/1 minute/5s	1,500 range	-20 Dex	8
18	Field of Darkness	Enemy	0s/1 minute/5s	1,500 range	-24 Dex	11
25	Wrap of Darkness	Enemy	0s/1 minute/5s	1,500 range	-30 Dex	15
36	Veil of Darkness	Enemy	0s/1 minute/5s	1,500 range	-38 Dex	23
46	Shroud of Darkness	Enemy	0s/1 minute/5s	1,500 range	-46 Dex	30

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Damage

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Minor Dusk Dart	Enemy	2.6s/0/0s	1,500 range	5 (Cold)	2
2	Dusk Dart	Enemy	2.6s/0/0s	1,500 range	9 (Cold)	2
3	Major Dusk Dart	Enemy	2.6s/0/0s	1,500 range	13 (Cold)	3
5	Greater Dusk Dart	Enemy	2.6s/0/0s	1,500 range	21 (Cold)	4
8	Minor Gloom Blast	Enemy	2.6s/0/0s	1,500 range	33 (Cold)	5
12	Gloom Blast	Enemy	2.6s/0/0s	1,500 range	45 (Cold)	8
15	Greater Gloom Blast	Enemy	2.6s/0/0s	1,500 range	57 (Cold)	9
20	Murk Blast	Enemy	2.6s/0/0s	1,500 range	73 (Cold)	12
26	Greater Murk Blast	Enemy	2.6s/0/0s	1,500 range	96 (Cold)	16
33	Shadow Blast	Enemy	2.6s/0/0s	1,500 range	120 (Cold)	21
43	Greater Shadow Blast	Enemy	2.6s/0/0s	1,500 range	155 (Cold)	27
50	Obsidian Strike	Enemy	2.6s/0/0s	1,500 range	179 (Cold)	33

Spirit Dimming (Darkness Specialization)

Lifedrain

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Dampen Lifeforce	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 70% of damage done as health for the caster/Damage: 4 (Cold)	2
3	Muffle Lifeforce	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 70% of damage done as health for the caster/Damage: 13 (Cold)	3
6	Smother Lifeforce	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 70% of damage done as health for the caster/Damage: 26 (Cold)	4
10	Mute Lifeforce	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 70% of damage done as health for the caster/Damage: 39 (Cold)	6
13	Stifle Lifeforce	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 70% of damage done as health for the caster/Damage: 51 (Cold)	8
17	Suppress Lifeforce	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 70% of damage done as health for the caster/Damage: 68 (Cold)	10
23	Silence Lifeforce	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 70% of damage done as health for the caster/Damage: 90 (Cold)	14
30	Hush Lifeforce	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 80% of damage done as health for the caster/Damage: 114 (Cold)	19
37	Abolish Lifeforce	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 80% of damage done as health for the caster/Damage: 144 (Cold)	23
47	Extinguish Lifeforce	Enemy	2.5s/0/0s	1,500 range	Bonus: Returns 90% of damage done as health for the caster/Damage: 183 (Cold)	30

Debuff Body Resistance

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
22	Dampen Health	Enemy	0s/30 seconds/0s	1,500 range	-15 (Resist Body)	10
33	Suppress Health	Enemy	0s/30 seconds/0s	1,500 range	-30 (Resist Body)	16
45	Extinguish Health	Enemy	0s/30 seconds/0s	1,500 range	-50 (Resist Body)	23

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Debuff Spirit Resistance

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
25	Dampen Spirit	Enemy	0s/30 seconds/0s	1,500 range	-15 (Resist Spirit)	12
35	Suppress Spirit	Enemy	0s/30 seconds/0s	1,500 range	-30 (Resist Spirit)	17
48	Extinguish Spirit	Enemy	0s/30 seconds/0s	1,500 range	-50 (Resist Spirit)	24

Debuff Energy Resistance

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
27	Dampen Capacity	Enemy	0s/30 seconds/0s	1,500 range	-15 (Resist Energy)	13
38	Suppress Capacity	Enemy	0s/30 seconds/0s	1,500 range	-30 (Resist Energy)	19
49	Extinguish Capacity	Enemy	0s/30 seconds/0s	1,500 range	-50 (Resist Energy)	25

Mesmerize AoE

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
21	Shroud of Gloom	Enemy	3.0s/18 seconds/0s	1,500 range/300 radius	(Resist type: Cold)	13
31	Shroud of Shadow	Enemy	3.0s/23 seconds/0s	1,500 range/300 radius	(Resist type: Cold)	19
40	Shroud of Pitch	Enemy	3.0s/28 seconds/0s	1,500 range/300 radius	(Resist type: Cold)	25
50	Umbral Shroud	Enemy	3.0s/33 seconds/0s	1,500 range/300 radius	(Resist type: Cold)	33

Mesmerize (PBAoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Gloom Wave	Enemy	0s/9 seconds/0s	300 radius	84 (Resist type: Cold)	2
4	Murk Wave	Enemy	0s/10 seconds/0s	300 radius	161 (Resist type: Cold)	3
7	Dusk Wave	Enemy	0s/11 seconds/0s	300 radius	280 (Resist type: Cold)	5
9	Shadow Wave	Enemy	0s/12 seconds/0s	300 radius	364 (Resist type: Cold)	6
14	Dark Wave	Enemy	0s/15 seconds/0s	300 radius	518 (Resist type: Cold)	9
18	Night Wave	Enemy	0s/17 seconds/0s	300 radius	679 (Resist type: Cold)	11
24	Black Wave	Enemy	0s/20 seconds/0s	300 radius	875 (Resist type: Cold)	15
32	Pitch Wave	Enemy	0s/24 seconds/0s	300 radius	1,155 (Resist type: Cold)	20
42	Umbral Wave	Enemy	0s/29 seconds/0s	300 radius	1,512 (Resist type: Cold)	27

Debuff Dexterity/Quickness (AoE)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Cover Eyes	Enemy	0s/1 minute/5s	1,500 range/250 radius	-21 Dex/Qui	4
9	Dull Sight	Enemy	0s/1 minute/5s	1,500 range/250 radius	-25 Dex/Qui	6
15	Obscure View	Enemy	0s/1 minute/5s	1,500 range/250 radius	-33 Dex/Qui	9
20	Darken Vision	Enemy	0s/1 minute/5s	1,500 range/250 radius	-39 Dex/Qui	12
28	Ban Sight	Enemy	0s/1 minute/5s	1,500 range/250 radius	-48 Dex/Qui	17
36	Curse of Blindness	Enemy	0s/1 minute/5s	1,500 range/250 radius	-57 Dex/Qui	23
46	Greater Curse of Blindness	Enemy	0s/1 minute/5s	1,500 range/250 radius	-69 Dex/Qui	30

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Summoning (Baseline)

Bladeturn

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
19	Protecting Spirit	Self	4.0s/20 minutes/0s	—	Bladeturn (0)	8%

Heal Pet

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
6	Renew Spirit	Pet	3.0s/0/0s	2,000 range	36	4
8	Recover Spirit	Pet	3.0s/0/0s	2,000 range	46	5
11	Refresh Spirit	Pet	3.0s/0/0s	2,000 range	61	7
15	Reconstitute Spirit	Pet	3.0s/0/0s	2,000 range	81	9
21	Replenish Spirit	Pet	3.0s/0/0s	2,000 range	111	13
28	Rejuvenate Spirit	Pet	3.0s/0/0s	2,000 range	146	17
35	Restore Spirit	Pet	3.0s/0/0s	2,000 range	181	22
44	Regenerate Spirit	Pet	3.0s/0/0s	2,000 range	226	28

Summon Spirit Thrall

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Summon Spirit Fighter	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	25%
7	Summon Spirit Soldier	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	25%
12	Summon Spirit Swordsman	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	25%
20	Summon Spirit Warrior	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	25%
32	Summon Spirit Champion	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	25%

Spirit Enhancement (Summoning Specialization)

Damage Shield

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Gift of the Fallen	Friend	4.0s/1 minute/0s	500 range	Bonus: Damages target for listed damage/Damage: 1.5 DPS	3
11	Blessing of the Fallen	Friend	4.0s/1 minute/0s	500 range	Bonus: Damages target for listed damage/Damage: 2.5 DPS	7
20	Boon of the Fallen	Friend	4.0s/1 minute/0s	500 range	Bonus: Damages target for listed damage/Damage: 3.9 DPS	12
29	Benison of the Fallen	Friend	4.0s/1 minute/0s	500 range	Bonus: Damages target for listed damage/Damage: 5.2 DPS	18
39	Imbuement of the Fallen	Friend	4.0s/1 minute/0s	500 range	Bonus: Damages target for listed damage/Damage: 6.7 DPS	25
49	Infusion of the Fallen	Friend	4.0s/1 minute/0s	500 range	Bonus: Damages target for listed damage/Damage: 8.2 DPS	32

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Damage Shield (Focus)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Spirit's Revenge	Pet	2.5s/5 seconds/0s	1,350 range	Bonus: Damages target for listed damage/Damage: 1.5 DPS	0
6	Spirit's Vengeance	Pet	2.5s/5 seconds/0s	1,350 range	Bonus: Damages target for listed damage/Damage: 4.5 DPS	0
9	Spirit's Retaliation	Pet	2.5s/5 seconds/0s	1,350 range	Bonus: Damages target for listed damage/Damage: 6.8 DPS	0
15	Spirit's Vendetta	Pet	2.5s/5 seconds/0s	1,350 range	Bonus: Damages target for listed damage/Damage: 10.5 DPS	0
22	Spirit's Reckoning	Pet	2.5s/5 seconds/0s	1,350 range	Bonus: Damages target for listed damage/Damage: 15.1 DPS	0
30	Spirit's Retribution	Pet	2.5s/5 seconds/0s	1,350 range	Bonus: Damages target for listed damage/Damage: 20.3 DPS	0
40	Spirit's Vindication	Pet	2.5s/5 seconds/0s	1,350 range	Bonus: Damages target for listed damage/Damage: 27.1 DPS	0
50	Spirit's Justification	Pet	2.5s/5 seconds/0s	1,350 range	Bonus: Damages target for listed damage/Damage: 33.9 DPS	0

Buff Combat Speed

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
10	Spirit of Melee	Pet	3.5s/20 minutes/0s	1,000 range	Target hasted: 7%	6
16	Spirit of Attack	Pet	3.5s/20 minutes/0s	1,000 range	Target hasted: 9%	10
21	Spirit of Combat	Pet	3.5s/20 minutes/0s	1,000 range	Target hasted: 10%	13
27	Spirit of Battle	Pet	3.5s/20 minutes/0s	1,000 range	Target hasted: 11%	17
34	Spirit of War	Pet	3.5s/20 minutes/0s	1,000 range	Target hasted: 13%	21
41	Spirit of Strife	Pet	3.5s/20 minutes/0s	1,000 range	Target hasted: 15%	26

Buff Strength/Constitution

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Vigor of Valhalla	Pet	3.0s/20 minutes/0s	1,000 range	+18 Str/Con	3
7	Strength of Valhalla	Pet	3.0s/20 minutes/0s	1,000 range	+22 Str/Con	5
12	Zest of Valhalla	Pet	3.0s/20 minutes/0s	1,000 range	+28 Str/Con	8
18	Energy of Valhalla	Pet	3.0s/20 minutes/0s	1,000 range	+36 Str/Con	11
24	Vitality of Valhalla	Pet	3.0s/20 minutes/0s	1,000 range	+43 Str/Con	15
32	Might of Valhalla	Pet	3.0s/20 minutes/0s	1,000 range	+52 Str/Con	20
42	Force of Valhalla	Pet	3.0s/20 minutes/0s	1,000 range	+64 Str/Con	27

Buff Dexterity/Quickness

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Valkyrie's Agility	Pet	3.0s/20 minutes/0s	1,000 range	+15 Dex/Qui	2
5	Valkyrie's Nimbleness	Pet	3.0s/20 minutes/0s	1,000 range	+21 Dex/Qui	4
8	Valkyrie's Quickness	Pet	3.0s/20 minutes/0s	1,000 range	+24 Dex/Qui	5
13	Valkyrie's Vivacity	Pet	3.0s/20 minutes/0s	1,000 range	+30 Dex/Qui	8
19	Valkyrie's Spirit	Pet	3.0s/20 minutes/0s	1,000 range	+37 Dex/Qui	12
25	Valkyrie's Vigilance	Pet	3.0s/20 minutes/0s	1,000 range	+45 Dex/Qui	15
33	Valkyrie's Haste	Pet	3.0s/20 minutes/0s	1,000 range	+54 Dex/Qui	21
43	Valkyrie's Alacrity	Pet	3.0s/20 minutes/0s	1,000 range	+66 Dex/Qui	27

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Resurrection

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
23	Restore Spirit	Corpse	4.0s/0/0s	1,500 range	Target is resurrected with 0% power and 10% health	0

Buff Mesmerization Dampening

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
35	Tenacious Warrior Spirit	Pet	4.0s/20 minutes/0s	1,500 range	30%	22
45	Indomitable Warrior Spirit	Pet	4.0s/20 minutes/0s	1,500 range	55%	29

Offensive Proc Snare

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
28	Hinder Prey	Pet	3.0s/20 minutes/0s	1,500 range	—	17
38	Snaring Blow	Pet	3.0s/20 minutes/0s	1,500 range	—	24
48	Hunter's Trap	Pet	3.0s/20 minutes/0s	1,500 range	—	31

Bonedancer (Mystic)

Perhaps one of the most durable casters in the game is the Bonedancer, who can summon healing pets and boasts uninterruptible lifetap shouts, something unique in the game. Able to control a virtual group of its own, the Bonedancer is never really alone.

Pros: *Very tough; great realm abilities and master level paths*

Cons: *Slightly lower damage compared to other casters*

Races Available: *Kobold, Troll, Valkyn*

Race Recommended: *Any*

Skill Points: *1.0 per level*

Key Attributes:

Piety
Dexterity
Constitution

Specializations:

Bone Guardians (Suppression)
Bone Warriors (Bone Army)
Bone Mystics (Darkness)

Note

Baseline spells are gained as the character levels, while specialty spells are gained only by spending specialization points in that spell line.

Armor: Cloth

Master Level Path: Banelord or Convoker

Tradeskills: Spellcrafting, Tailoring

Misc. Abilities: Sprint, Quickcast

Know Your Role:

Suppression/RvR: *48 suppression, 24 darkness*

Suppression/PvE: *48 suppression, 24 bone army*

Split Spec: *39 darkness, 37 suppression*

Bone Army: *48 bone army, 24 suppression*

Suppression (Baseline)

Absorb

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
30	Magical Buffer	Self	3.0s/20 minutes/0s	—	5 abs	19
41	Suppressive Buffer	Self	3.0s/20 minutes/0s	—	10 abs	26

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Shield

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Minor Magic Shield	Self	3.0s/20 minutes/0s	—	17 af	2
4	Lesser Magic Shield	Self	3.0s/20 minutes/0s	—	27 af	3
7	Magic Shield	Self	3.0s/20 minutes/0s	—	42 af	5
10	Major Magic Shield	Self	3.0s/20 minutes/0s	—	56 af	6
14	Greater Magic Shield	Self	3.0s/20 minutes/0s	—	75 af	9
18	Superior Magic Shield	Self	3.0s/20 minutes/0s	—	95 af	11
24	Suppressive Barrier	Self	3.0s/20 minutes/0s	—	124 af	15
32	Major Suppressive Barrier	Self	3.0s/20 minutes/0s	—	162 af	20
42	Greater Suppressive Barrier	Self	3.0s/20 minutes/0s	—	211 af	27
50	Superior Suppressive Barrier	Self	3.0s/20 minutes/0s	—	250 af	33

Debuff Strength

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Lessen Strength	Enemy	0s/1 minute/5s	1,500 range	-10 Str	1
5	Diffuse Strength	Enemy	0s/1 minute/5s	1,500 range	-14 Str	3
8	Disperse Strength	Enemy	0s/1 minute/5s	1,500 range	-16 Str	4
11	Suppress Strength	Enemy	0s/1 minute/5s	1,500 range	-18 Str	5
17	Quell Strength	Enemy	0s/1 minute/5s	1,500 range	-23 Str	8
25	Abolish Strength	Enemy	0s/1 minute/5s	1,500 range	-30 Str	12
33	Extinguish Strength	Enemy	0s/1 minute/5s	1,500 range	-36 Str	16
45	Annihilate Strength	Enemy	0s/1 minute/5s	1,500 range	-46 Str	23

Root

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Lessen Movement	Enemy	2.5s/9 seconds/0s	1,500 range	-99% (Body)	2
6	Diffuse Movement	Enemy	2.5s/13 seconds/0s	1,500 range	-99% (Body)	3
13	Disperse Movement	Enemy	2.5s/23 seconds/0s	1,500 range	-99% (Body)	6
19	Suppress Movement	Enemy	2.5s/31 seconds/0s	1,500 range	-99% (Body)	9
26	Quell Movement	Enemy	2.5s/41 seconds/0s	1,500 range	-99% (Body)	12
31	Abolish Movement	Enemy	2.5s/48 seconds/0s	1,500 range	-99% (Body)	15
40	Extinguish Movement	Enemy	2.5s/1 second/0s	1,500 range	-99% (Body)	20
49	Annihilate Movement	Enemy	2.5s/13 seconds/0s	1,500 range	-99% (Body)	25

Bone Guardians (Suppression Specialization)

Absorb

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
32	Strengthen Bones	Friend	3.0s/10 minutes/0s	1,500 range	3 abs	20
38	Augment Bones	Friend	3.0s/10 minutes/0s	1,500 range	6 abs	24
46	Bolster Bones	Friend	3.0s/10 minutes/0s	1,500 range	9 abs	30

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Lifedrain (Instant)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Collapse Skeleton	Enemy	0s/0/4s	1,500 range	Bonus: Returns 80% of damage done as health for the caster/Damage: 4 (Body)	2
2	Crumble Skeleton	Enemy	0s/0/4s	1,500 range	Bonus: Returns 80% of damage done as health for the caster/Damage: 7 (Body)	2
4	Dissolve Skeleton	Enemy	0s/0/4s	1,500 range	Bonus: Returns 80% of damage done as health for the caster/Damage: 12 (Body)	3
6	Break Skeleton	Enemy	0s/0/4s	1,500 range	Bonus: Returns 80% of damage done as health for the caster/Damage: 18 (Body)	4
9	Crush Skeleton	Enemy	0s/0/4s	1,500 range	Bonus: Returns 80% of damage done as health for the caster/Damage: 27 (Body)	6
13	Grind Skeleton	Enemy	0s/0/4s	1,500 range	Bonus: Returns 80% of damage done as health for the caster/Damage: 35 (Body)	8
17	Crumple Skeleton	Enemy	0s/0/4s	1,500 range	Bonus: Returns 80% of damage done as health for the caster/Damage: 46 (Body)	10
22	Crunch Skeleton	Enemy	0s/0/4s	1,500 range	Bonus: Returns 80% of damage done as health for the caster/Damage: 58 (Body)	13
29	Powder Skeleton	Enemy	0s/0/4s	1,500 range	Bonus: Returns 80% of damage done as health for the caster/Damage: 77 (Body)	18
37	Disintegrate Skeleton	Enemy	0s/0/4s	1,500 range	Bonus: Returns 80% of damage done as health for the caster/Damage: 97 (Body)	23
47	Pulverize Skeleton	Enemy	0s/0/4s	1,500 range	Bonus: Returns 80% of damage done as health for the caster/Damage: 123 (Body)	30

Buff (Ablative Armor)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
12	Bone Skin	Pet	3.0s/20 minutes/0s	1,000 range	30 (Body)	8
19	Bone Case	Pet	3.0s/20 minutes/0s	1,000 range	40 (Body)	12
25	Bone Cover	Pet	3.0s/20 minutes/0s	1,000 range	50 (Body)	15
34	Bone Shell	Pet	3.0s/20 minutes/0s	1,000 range	60 (Body)	21
43	Bone Carapace	Pet	3.0s/20 minutes/0s	1,000 range	70 (Body)	27
50	Bone Husk	Pet	3.0s/20 minutes/0s	1,000 range	80 (Body)	33

Summon Bone Minion (Buffer)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
15	Summon Bone Patroller	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	20%
21	Summon Bone Sentry	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	20%
27	Summon Bone Bouncer	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	20%
33	Summon Bone Defender	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	20%
39	Summon Bone Watchman	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	20%
45	Summon Bone Guard	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	20%

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Summon Bone Minion (Healer)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
18	Summon Bonepatcher	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	20%
24	Summon Bonefixer	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	20%
30	Summon Bonebuilder	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	20%
36	Summon Bonehealer	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	20%
42	Summon Boneknitter	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	20%
48	Summon Bonemender	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	20%

Snare (Focus)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
14	Shroud of Doubt	Enemy	3.0s/5 seconds/0s	1,500 range	-50% (Body)	9

Snare AoE (Focus)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
23	Shroud of Fear	Enemy	3.0s/5 seconds/0s	1,500 range/50 radius	-50% (Body)	14
31	Shroud of Despair	Enemy	3.0s/5 seconds/0s	1,500 range/150 radius	-50% (Body)	19
41	Shroud of Cowardice	Enemy	3.0s/5 seconds/0s	1,500 range/250 radius	-50% (Body)	26
49	Shroud of Dread	Enemy	3.0s/5 seconds/0s	1,500 range/350 radius	-50% (Body)	32

Bone Army (Baseline)

Damage over Time

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Lesser Bones to Grit	Enemy	3.0s/20 seconds/0s	1,500 range	4 dmg/tick	2
3	Bones to Grit	Enemy	3.0s/20 seconds/0s	1,500 range	6 dmg/tick	3
5	Lesser Bones to Dirt	Enemy	3.0s/20 seconds/0s	1,500 range	9 dmg/tick	4
7	Bones to Dirt	Enemy	3.0s/20 seconds/0s	1,500 range	13 dmg/tick	5
10	Lesser Bones to Silt	Enemy	3.0s/20 seconds/0s	1,500 range	16 dmg/tick	6
13	Bones to Silt	Enemy	3.0s/20 seconds/0s	1,500 range	21 dmg/tick	8
17	Lesser Bones to Dust	Enemy	3.0s/20 seconds/0s	1,500 range	27 dmg/tick	10
23	Bones to Dust	Enemy	3.0s/20 seconds/0s	1,500 range	34 dmg/tick	14
29	Lesser Bones to Powder	Enemy	3.0s/20 seconds/0s	1,500 range	41 dmg/tick	18
36	Bones to Powder	Enemy	3.0s/20 seconds/0s	1,500 range	47 dmg/tick	23
44	Lesser Bones to Ash	Enemy	3.0s/20 seconds/0s	1,500 range	52 dmg/tick	28
50	Bones to Ash	Enemy	3.0s/20 seconds/0s	1,500 range	54 dmg/tick	33

Bladeturn

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
19	Armor of Bone	Self	4.0s/20 minutes/0s	—	Bladeturn (0)	8%

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Heal Pet

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
6	Bones to Iron	Pet	3.0s/0/0s	2,000 range	36	4
8	Rigid Bones	Pet	3.0s/0/0s	2,000 range	46	5
11	Adamant Bones	Pet	3.0s/0/0s	2,000 range	61	7
16	Thicken Bones	Pet	3.0s/0/0s	2,000 range	86	10
22	Build Bones	Pet	3.0s/0/0s	2,000 range	116	13
28	Develop Bones	Pet	3.0s/0/0s	2,000 range	146	17
35	Bolster Bones	Pet	3.0s/0/0s	2,000 range	181	22
43	Inure Bones	Pet	3.0s/0/0s	2,000 range	221	27

Cure Mesmerize Pet

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
14	Free Spirits	Pet	2.0s/0/0s	1,000 range	—	6

Summon Bone Commander

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Summon Bone Boss	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	20%
15	Summon Bone Chieftain	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	20%
30	Summon Bone Commander	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	20%
45	Summon Bone Master	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	20%

Bone Warriors (Bone Army Specialization)

Damage over Time

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Soften Bones	Enemy	3.0s/24 seconds/0s	1,500 range	2 dmg/tick	2
3	Disperse Bones	Enemy	3.0s/24 seconds/0s	1,500 range	6 dmg/tick	3
5	Liquify Bones	Enemy	3.0s/24 seconds/0s	1,500 range	9 dmg/tick	4
7	Melt Bones	Enemy	3.0s/24 seconds/0s	1,500 range	13 dmg/tick	5
10	Render Bones	Enemy	3.0s/24 seconds/0s	1,500 range	16 dmg/tick	6
13	Bones to Blood	Enemy	3.0s/24 seconds/0s	1,500 range	21 dmg/tick	8
16	Soften Skeleton	Enemy	3.0s/24 seconds/0s	1,500 range	26 dmg/tick	10
22	Disperse Skeleton	Enemy	3.0s/24 seconds/0s	1,500 range	33 dmg/tick	13
28	Liquify Skeleton	Enemy	3.0s/24 seconds/0s	1,500 range	40 dmg/tick	17
35	Melt Skeleton	Enemy	3.0s/24 seconds/0s	1,500 range	46 dmg/tick	22
44	Render Skeleton	Enemy	3.0s/24 seconds/0s	1,500 range	52 dmg/tick	28
49	Skeleton to Blood	Enemy	3.0s/24 seconds/0s	1,500 range	55 dmg/tick	32

Damage over Time AoE

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
20	Cloud of Rot	Enemy	3.0s/24 seconds/0s	1,500 range/350 radius	21 dmg/tick	19
26	Cloud of Decay	Enemy	3.0s/24 seconds/0s	1,500 range/350 radius	28 dmg/tick	25
32	Cloud of Deterioration	Enemy	3.0s/24 seconds/0s	1,500 range/350 radius	34 dmg/tick	32
38	Cloud of Decomposition	Enemy	3.0s/24 seconds/0s	1,500 range/350 radius	41 dmg/tick	38
47	Cloud of Desiccation	Enemy	3.0s/24 seconds/0s	1,500 range/350 radius	51 dmg/tick	48

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Buff Dexterity/Quickness

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Hasten Pack	Pet	3.0s/20 minutes/0s	1,000 range/350 radius	+11 Dex/Qui	2
6	Hasten Squad	Pet	3.0s/20 minutes/0s	1,000 range/350 radius	+14 Dex/Qui	4
8	Hasten Group	Pet	3.0s/20 minutes/0s	1,000 range/350 radius	+16 Dex/Qui	5
14	Hasten Cohort	Pet	3.0s/20 minutes/0s	1,000 range/350 radius	+21 Dex/Qui	9
19	Hasten Battalion	Pet	3.0s/20 minutes/0s	1,000 range/350 radius	+25 Dex/Qui	12
25	Hasten Company	Pet	3.0s/20 minutes/0s	1,000 range/350 radius	+30 Dex/Qui	15
34	Hasten Army	Pet	3.0s/20 minutes/0s	1,000 range/350 radius	+37 Dex/Qui	21
43	Hasten Horde	Pet	3.0s/20 minutes/0s	1,000 range/350 radius	+44 Dex/Qui	27

Damage Add

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Bone Spurs	Pet	3.0s/20 minutes/0s	1,500 range	Bonus: Damages target for listed damage/Damage: 1.6 DPS	3
11	Bone Shanks	Pet	3.0s/20 minutes/0s	1,500 range	Bonus: Damages target for listed damage/Damage: 3.1 DPS	7
17	Bone Edges	Pet	3.0s/20 minutes/0s	1,500 range	Bonus: Damages target for listed damage/Damage: 4.4 DPS	10
23	Bone Spikes	Pet	3.0s/20 minutes/0s	1,500 range	Bonus: Damages target for listed damage/Damage: 5.6 DPS	14
31	Bone Daggers	Pet	3.0s/20 minutes/0s	1,500 range	Bonus: Damages target for listed damage/Damage: 7.3 DPS	19
40	Bone Knives	Pet	3.0s/20 minutes/0s	1,500 range	Bonus: Damages target for listed damage/Damage: 9.2 DPS	25
50	Bone Blades	Pet	3.0s/20 minutes/0s	1,500 range	Bonus: Damages target for listed damage/Damage: 11.3 DPS	33

Summon Bone Minion (Archer)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
15	Summon Bone Dart	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	20%
21	Summon Bone Arrow	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	20%
27	Summon Bone Archer	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	20%
33	Summon Bone Bolt	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	20%
39	Summon Bone Hunter	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	20%
45	Summon Bone Deadeye	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	20%

Summon Bone Minion (Warrior)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
18	Summon Bonesmasher	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	20%
24	Summon Bonecrusher	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	20%
30	Summon Bonecracker	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	20%
36	Summon Boneslammer	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	20%
42	Summon Boneburster	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	20%
48	Summon Bonerazer	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	20%

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Darkness Baseline

Debuff Dexterity

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Blanket of Darkness	Enemy	0s/1 minute/5s	1,500 range	-13 Dex	3
6	Screen of Darkness	Enemy	0s/1 minute/5s	1,500 range	-14 Dex	4
9	Envelope of Darkness	Enemy	0s/1 minute/5s	1,500 range	-17 Dex	6
13	Globe of Darkness	Enemy	0s/1 minute/5s	1,500 range	-20 Dex	8
18	Field of Darkness	Enemy	0s/1 minute/5s	1,500 range	-24 Dex	11
25	Wrap of Darkness	Enemy	0s/1 minute/5s	1,500 range	-30 Dex	15
36	Veil of Darkness	Enemy	0s/1 minute/5s	1,500 range	-38 Dex	23
46	Shroud of Darkness	Enemy	0s/1 minute/5s	1,500 range	-46 Dex	30

Damage

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Minor Dusk Dart	Enemy	2.6s/0/0s	1,500 range	5 (Cold)	2
2	Dusk Dart	Enemy	2.6s/0/0s	1,500 range	9 (Cold)	2
3	Major Dusk Dart	Enemy	2.6s/0/0s	1,500 range	13 (Cold)	3
5	Greater Dusk Dart	Enemy	2.6s/0/0s	1,500 range	21 (Cold)	4
8	Minor Gloom Blast	Enemy	2.6s/0/0s	1,500 range	33 (Cold)	5
12	Gloom Blast	Enemy	2.6s/0/0s	1,500 range	45 (Cold)	8
15	Greater Gloom Blast	Enemy	2.6s/0/0s	1,500 range	57 (Cold)	9
20	Murk Blast	Enemy	2.6s/0/0s	1,500 range	73 (Cold)	12
26	Greater Murk Blast	Enemy	2.6s/0/0s	1,500 range	96 (Cold)	16
33	Shadow Blast	Enemy	2.6s/0/0s	1,500 range	120 (Cold)	21
43	Greater Shadow Blast	Enemy	2.6s/0/0s	1,500 range	155 (Cold)	27
50	Obsidian Strike	Enemy	2.6s/0/0s	1,500 range	179 (Cold)	33

Bone Mystics (Darkness Specialization)

Buff Strength/Constitution

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Strengthen Pack	Pet	3.0s/20 minutes/0s	1,000 range/350 radius	+12 Str/Con	3
7	Strengthen Squad	Pet	3.0s/20 minutes/0s	1,000 range/350 radius	+15 Str/Con	5
12	Strengthen Cohort	Pet	3.0s/20 minutes/0s	1,000 range/350 radius	+19 Str/Con	8
20	Strengthen Battalion	Pet	3.0s/20 minutes/0s	1,000 range/350 radius	+26 Str/Con	12
25	Strengthen Company	Pet	3.0s/20 minutes/0s	1,000 range/350 radius	+30 Str/Con	15
31	Strengthen Army	Pet	3.0s/20 minutes/0s	1,000 range/350 radius	+34 Str/Con	19
44	Strengthen Horde	Pet	3.0s/20 minutes/0s	1,000 range/350 radius	+45 Str/Con	28

Debuff Body Resistance

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
22	Boost Bonecaster	Enemy	0s/15 seconds/5s	1,500 range	-15 (Resist Body)	10
34	Support Bonecaster	Enemy	0s/15 seconds/5s	1,500 range	-30 (Resist Body)	16
46	Bolster Bonecaster	Enemy	0s/15 seconds/5s	1,500 range	-50 (Resist Body)	24

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Damage and Snare

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Compress Skeleton	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -35%/Damage: 5 (Cold)	2
5	Compact Skeleton	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -35%/Damage: 21 (Cold)	4
9	Stiffen Skeleton	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -35%/Damage: 37 (Cold)	6
13	Solidify Skeleton	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -35%/Damage: 49 (Cold)	8
17	Condense Skeleton	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -35%/Damage: 64 (Cold)	10
23	Calcify Skeleton	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -35%/Damage: 85 (Cold)	14
32	Petrify Skeleton	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -35%/Damage: 116 (Cold)	20
41	Ossify Skeleton	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -35%/Damage: 148 (Cold)	26
50	Crystallize Skeleton	Enemy	3.0s/30 seconds/0s	1,500 range	Bonus: -35%/Damage: 179 (Cold)	33

Summon Bone Minion (Caster)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
15	Summon Bonemage	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	20%
21	Summon Bonecaster	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	20%
27	Summon Bone Shaman	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	20%
33	Summon Bone Warlock	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	20%
39	Summon Bone Diviner	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	20%
45	Summon Bone Warmage	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	20%

Summon Bone Minion (Debuffer)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
18	Summon Bonebreaker	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	20%
24	Summon Bonejinxer	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	20%
30	Summon Bonecurser	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	20%
36	Summon Bonebeguiler	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	20%
42	Summon Bonebewitcher	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	20%
48	Summon Bonehexer	Self	6.0s/Until Destroyed/Dispelled/0s	—	—	20%

Warlock (Mystic)

The most recent addition to Midgard's army of spell casters is the Warlock who can "chamber" spells and unleash them when needed. PBAoE, lifetap, bolts, direct damage, heals, and even shapechange spells are in the Warlock's arsenal, making this class the envy of Midgard.

Pros: *Extremely powerful*

Cons: *Chamber reload time*

Races Available: *Frostalf, Kobold, Norse*

Recommended Race: *Any*

Skill Points: *1.0 per level*

Key Attributes:

Piety

Dexterity

Constitution

Specializations:

Witchcraft

Hexing

Cursing Specialization (Cursing)

Note

Baseline spells are gained as the character levels, while specialty spells are gained only by spending specialization points in that spell line.

Armor: Cloth

Master Level Path: Banelord or Convoker

Tradeskills: Alchemy, Spellcrafting, Tailoring

Misc. Abilities: Sprint, Tireless

Know Your Role:

Mad Bomber: *50 hexing, 20 witchcraft*

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Cursing (Baseline)

Absorb

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
30	Fascinating Buffer	Self	3s/20 minutes/0s	—	5%	19
41	Magical Buffer	Self	3s/20 minutes/0s	—	10%	26

Shield

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Major Shield	Self	3s/20 minutes/0s	—	40	6
11	Greater Shield	Self	3s/20 minutes/0s	—	58	11
14	Superior Shield	Self	3s/20 minutes/0s	—	75	14
18	Minor Barricade	Self	3s/20 minutes/0s	—	95	18
24	Lesser Barricade	Self	3s/20 minutes/0s	—	124	24
32	Major Barricade	Self	3s/20 minutes/0s	—	162	32
42	Greater Barricade	Self	3s/20 minutes/0s	—	211	42
49	Superior Barricade	Self	3s/20 minutes/0s	—	250	49

Bladeturn

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
19	Conjured Bubble	Self	4s/20 minutes/0s	—	Bladeturn	19

Damage

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Minor Annulling Curse	Enemy	4s/0/0s	1,500 range	5 (Matter)	7%
2	Annulling Curse	Enemy	4s/0/0s	1,500 range	9 (Matter)	7%
5	Minor Consuming Curse	Enemy	4s/0/0s	1,500 range	21 (Matter)	7%
8	Consuming Curse	Enemy	4s/0/0s	1,500 range	33 (Matter)	7%
12	Major Consuming Curse	Enemy	4s/0/0s	1,500 range	45 (Matter)	7%
15	Minor Dismantling Curse	Enemy	4s/0/0s	1,500 range	57 (Matter)	7%
20	Dismantling Curse	Enemy	4s/0/0s	1,500 range	73 (Matter)	7%
26	Major Dismantling Curse	Enemy	4s/0/0s	1,500 range	96 (Matter)	7%
33	Minor Crushing Curse	Enemy	4s/0/0s	1,500 range	120 (Matter)	7%
43	Crushing Curse	Enemy	4s/0/0s	1,500 range	155 (Matter)	7%
50	Major Crushing Curse	Enemy	4s/0/0s	1,500 range	179 (Matter)	7%

Damage Bolt

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
4	Cursed Blast	Enemy	4s/0/20s	1,875 range	24 (Matter)	8%
7	Cursed Burst	Enemy	4s/0/20s	1,875 range	36 (Matter)	8%
10	Cursed Explosion	Enemy	4s/0/20s	1,875 range	53 (Matter)	8%
13	Cursed Mortar	Enemy	4s/0/20s	1,875 range	75 (Matter)	8%
17	Cursed Bomb	Enemy	4s/0/20s	1,875 range	98 (Matter)	8%
22	Cursed Ruination	Enemy	4s/0/20s	1,875 range	115 (Matter)	8%
28	Cursed Destruction	Enemy	4s/0/20s	1,875 range	149 (Matter)	8%
36	Cursed Devastation	Enemy	4s/0/20s	1,875 range	188 (Matter)	8%
46	Cursed Annihilation	Enemy	4s/0/20s	1,875 range	239 (Matter)	8%

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Cursing Specialization

Heal

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Spell of Minor Mending	Friend	4s/0/0s	2,000 range	36	6%
6	Spell of Mending	Friend	4s/0/0s	2,000 range	59	6%
10	Spell of Greater Mending	Friend	4s/0/0s	2,000 range	83	6%
12	Spell of Minor Renewal	Friend	4s/0/0s	2,000 range	118	6%
18	Spell of Renewal	Friend	4s/0/0s	2,000 range	165	6%
22	Spell of Greater Renewal	Friend	4s/0/0s	2,000 range	223	6%
26	Spell of Minor Healing	Friend	4s/0/0s	2,000 range	305	6%
30	Spell of Healing	Friend	4s/0/0s	2,000 range	399	6%
42	Spell of Greater Healing	Friend	4s/0/0s	2,000 range	503	6%

Damage

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
3	Curse of Hurt	Enemy	4s/0/0s	1,500 range	20 (Matter)	7%
8	Curse of Pain	Enemy	4s/0/0s	1,500 range	40 (Matter)	7%
13	Curse of Detriment	Enemy	4s/0/0s	1,500 range	59 (Matter)	7%
16	Curse of Destruction	Enemy	4s/0/0s	1,500 range	80 (Matter)	7%
19	Curse of Ruin	Enemy	4s/0/0s	1,500 range	105 (Matter)	7%
23	Curse of Peril	Enemy	4s/0/0s	1,500 range	140 (Matter)	7%
27	Curse of Devastation	Enemy	4s/0/0s	1,500 range	178 (Matter)	7%
35	Curse of Disaster	Enemy	4s/0/0s	1,500 range	224 (Matter)	7%
47	Curse of Death	Enemy	4s/0/0s	1,500 range	284 (Matter)	7%

Damage Bolt

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Lesser Bolt of Ruin	Enemy	4s/0/0s	1,875 range	10 (Matter)	8%
4	Greater Bolt of Ruin	Enemy	4s/0/0s	1,875 range	30 (Matter)	8%
9	Lesser Bolt of Havoc	Enemy	4s/0/0s	1,875 range	59 (Matter)	8%
14	Greater Bolt of Havoc	Enemy	4s/0/0s	1,875 range	87 (Matter)	8%
17	Lesser Bolt of Destruction	Enemy	4s/0/0s	1,875 range	116 (Matter)	8%
20	Bolt of Destruction	Enemy	4s/0/0s	1,875 range	153 (Matter)	8%
24	Greater Bolt of Destruction	Enemy	4s/0/0s	1,875 range	202 (Matter)	8%
28	Lesser Bolt of Death	Enemy	4s/0/0s	1,875 range	258 (Matter)	8%
36	Bolt of Death	Enemy	4s/0/0s	1,875 range	326 (Matter)	8%
48	Greater Bolt of Death	Enemy	4s/0/0s	1,875 range	413 (Matter)	8%

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Root (Primary)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Cursed Clutching Root	Enemy	4s/8 seconds/0s	1,500 range	Root (Matter)	5%
7	Cursed Grasping Root	Enemy	4s/20 seconds/0s	1,500 range	Root (Matter)	5%
11	Cursed Bonding Root	Enemy	4s/25 seconds/0s	1,500 range	Root (Matter)	5%
15	Cursed Webbing Root	Enemy	4s/30 seconds/0s	1,500 range	Root (Matter)	5%
21	Cursed Clutching Root	Enemy	4s/35 seconds/0s	1,500 range	Root (Matter)	5%
25	Cursed Holding Root	Enemy	4s/40 seconds/0s	1,500 range	Root (Matter)	5%
29	Cursed Tangling Root	Enemy	4s/45 seconds/0s	1,500 range	Root (Matter)	5%
37	Cursed Tenacious Root	Enemy	4s/56 seconds/0s	1,500 range	Root (Matter)	5%
49	Cursed Detaining Root	Enemy	4s/74 seconds/0s	1,500 range	Root (Matter)	5%

Hexing Specialization

Lifedrain (Secondary)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Lesser Beguiled Pain	Enemy	0s/0/0s	1,500 range	Bonus: 30% returned/Damage: 10 (Matter)	2
3	Beguiled Pain	Enemy	0s/0/0s	1,500 range	Bonus: 30% returned/Damage: 15 (Matter)	3
8	Greater Beguiled Pain	Enemy	0s/0/0s	1,500 range	Bonus: 30% returned/Damage: 34 (Matter)	8
13	Lesser Beguiled Injury	Enemy	0s/0/0s	1,500 range	Bonus: 30% returned/Damage: 66 (Matter)	13
18	Beguiled Injury	Enemy	0s/0/0s	1,500 range	Bonus: 40% returned/Damage: 77 (Matter)	18
24	Greater Beguiled Injury	Enemy	0s/0/0s	1,500 range	Bonus: 40% returned/Damage: 97 (Matter)	24
34	Lesser Beguiled Hex	Enemy	0s/0/0s	1,500 range	Bonus: 50% returned/Damage: 135 (Matter)	34
43	Beguiled Hex	Enemy	0s/0/0s	1,500 range	Bonus: 60% returned/Damage: 168 (Matter)	43
49	Greater Beguiled Hex	Enemy	0s/0/0s	1,500 range	Bonus: 60% returned/Damage: 191 (Matter)	49

Damage over Time (Secondary)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Infernal Sore	Enemy	0s/32 seconds/0s	1,500 range	9/pulse (Matter)	5
9	Infernal Eruption	Enemy	0s/32 seconds/0s	1,500 range	15/pulse (Matter)	9
19	Infernal Rot	Enemy	0s/32 seconds/0s	1,500 range	37/pulse (Matter)	19
30	Infernal Degeneration	Enemy	0s/32 seconds/0s	1,500 range	55/pulse (Matter)	30
41	Infernal Infection	Enemy	0s/32 seconds/0s	1,500 range	76/pulse (Matter)	41
46	Infernal Erosion	Enemy	0s/32 seconds/0s	1,500 range	88/pulse (Matter)	46

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Snare (Secondary)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Spell of Creeping	Enemy	0s/10 seconds/0s	1,500 range	Snare (Matter)	1
12	Spell of Slowness	Enemy	0s/15 seconds/0s	1,500 range	Snare (Matter)	12
17	Spell of Languoring	Enemy	0s/20 seconds/0s	1,500 range	Snare (Matter)	17
22	Spell of Lumbering	Enemy	0s/25 seconds/0s	1,500 range	Snare (Matter)	22
32	Spell of Sluggishness	Enemy	0s/30 seconds/0s	1,500 range	Snare (Matter)	32
42	Spell of Crawling	Enemy	0s/35 seconds/0s	1,500 range	Snare (Matter)	42

Nearsight (Secondary)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
10	Unmake Vision	Enemy	0s/2 minute/0s	1,500 range	(Matter)	10
25	Unmake Seeing	Enemy	0s/2 minute/0s	1,500 range	(Matter)	25
39	Unmake Sight	Enemy	0s/2 minute/0s	1,500 range	(Matter)	39

Spreadheal (Secondary)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
31	Charmed Gift of Health	Group	0s/0/0s	2,000 range	135	0
38	Charmed Boon of Health	Group	0s/0/0s	2,000 range	180	0
47	Charmed Favor of Health	Group	0s/0/0s	2,000 range	225	0

Damage PBAoE (Secondary)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
11	Spell Burst	Enemy	0s/0/0s	350 radius	74 (Matter)	11
20	Spell Blast	Enemy	0s/0/0s	350 radius	133 (Matter)	20
33	Spellbinder's Burst	Enemy	0s/0/0s	350 radius	218 (Matter)	33
48	Spellbinder's Blast	Enemy	0s/0/0s	350 radius	325 (Matter)	48

Power Regeneration (Secondary)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
26	Spell of Regeneration	Self	0s/1 minute/0s	—	5/pulse	26
50	Spell of Power	Self	0s/1 minute/0s	—	20/pulse	50

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Witchcraft Specialization

Chamber

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
8	Chamber of Minor Fate	Chamber	10s/0/0s	—	No Bolts	—
19	Chamber of Restraint	Chamber	10s/0/0s	—	No Bolts	—
30	Chamber of Destruction	Chamber	10s/0/0s	—	Any	—
40	Chamber of Fate	Chamber	10s/0/0s	—	Any	—
50	Chamber of Greater Fate	Chamber	10s/0/0s	—	Any	—

Primer (Powerless)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
5	Pure Cast	Self	6s/10 seconds/0s	—	Primer	5
17	Fluent Cast	Self	5.3s/10 seconds/0s	—	Primer	17
28	Skillful Cast	Self	4.3s/10 seconds/0s	—	Primer	28
41	Masterful Cast	Self	3.8s/10 seconds/0s	—	Primer	41

Primer (Uninterruptible)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
1	Steady Cast	Self	2s/10 seconds/0s	—	Primer	50%
11	Solid Cast	Self	2s/10 seconds/0s	—	Primer	45%
20	Fixed Cast	Self	2s/10 seconds/0s	—	Primer	40%
29	Fortified Cast	Self	2s/10 seconds/0s	—	Primer	35%
37	Anchored Cast	Self	2s/10 seconds/0s	—	Primer	30%
47	Unshakable Cast	Self	2s/10 seconds/0s	—	Primer	25%

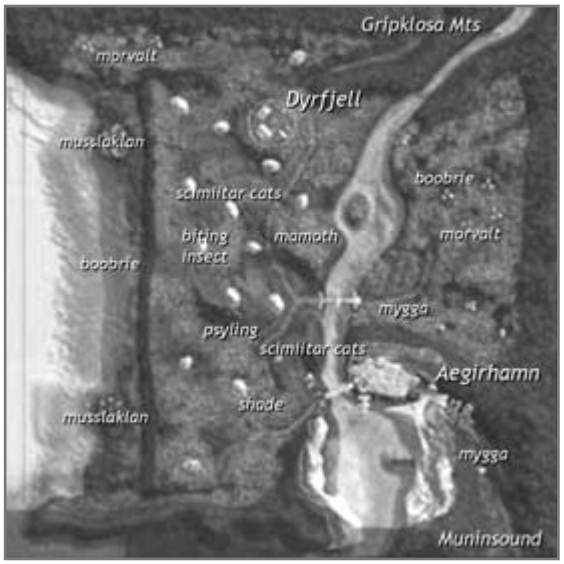
Primer (Range)

Level	Name	Target	Cast/Duration/Recast	Range/Radius	Effect	Cost
2	Enduring Range	Self	5s/10 seconds/0s	—	1,750 range	15%
10	Expanded Range	Self	5s/10 seconds/0s	—	2,000 range	15%
25	Extended Range	Self	5s/10 seconds/0s	—	2,250 range	15%
38	Boundless Range	Self	5s/10 seconds/0s	—	2,500 range	15%
42	Critical Range	Self	5s/10 seconds/0s	—	2,750 range	15%
49	Perennial Range	Self	5s/10 seconds/0s	—	3,000 range	15%

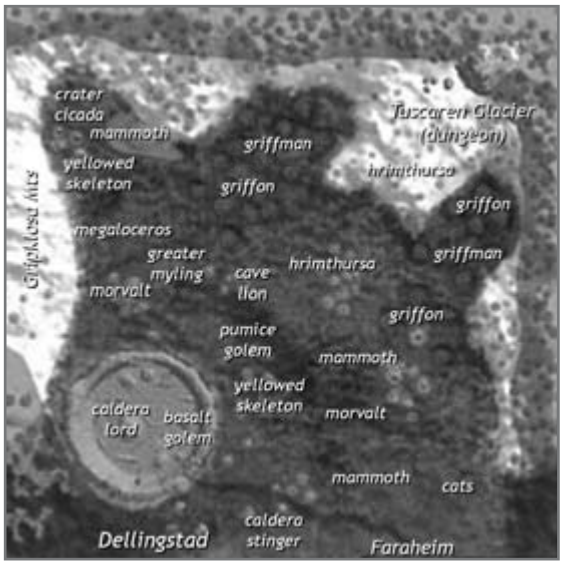
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Zones

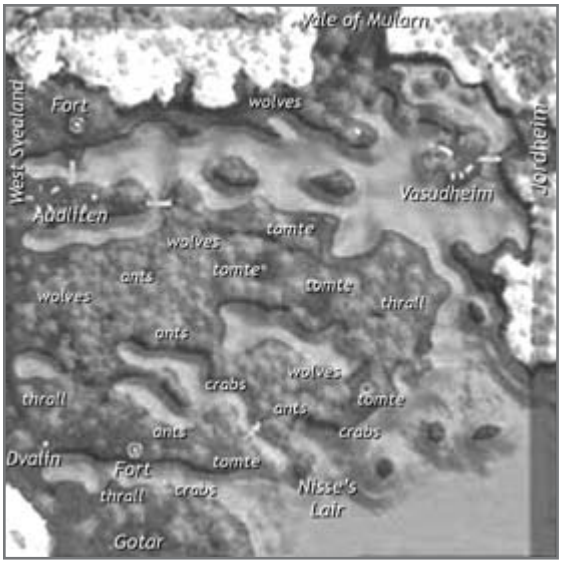
Aegir's Landing, Shrouded Isles



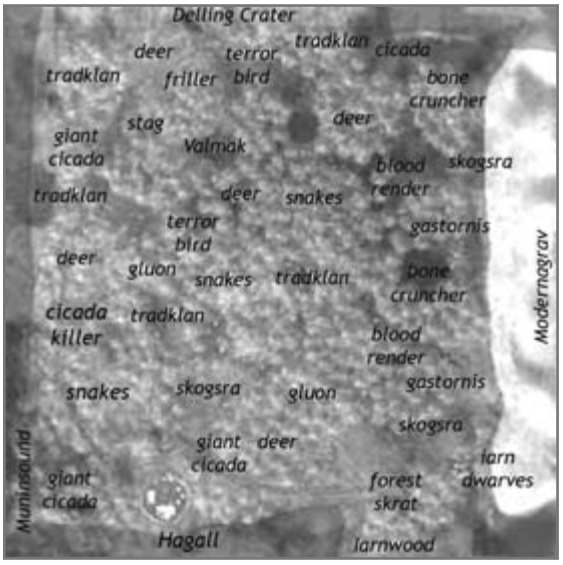
Delling Crater, Shrouded Isles



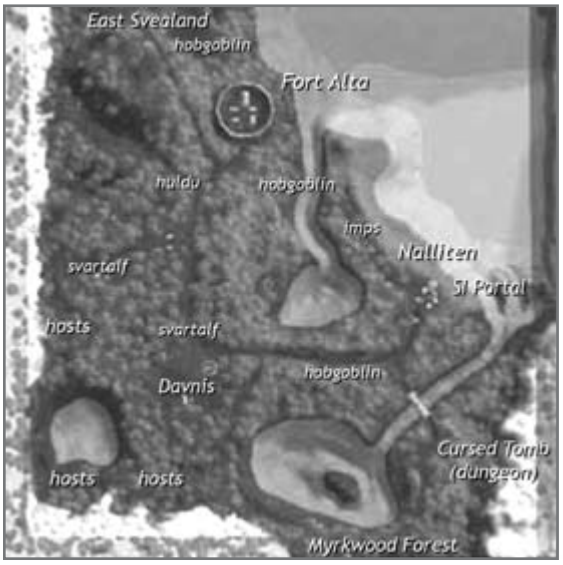
East Sevealand



Faraheim, Shrouded Isles



Gotar

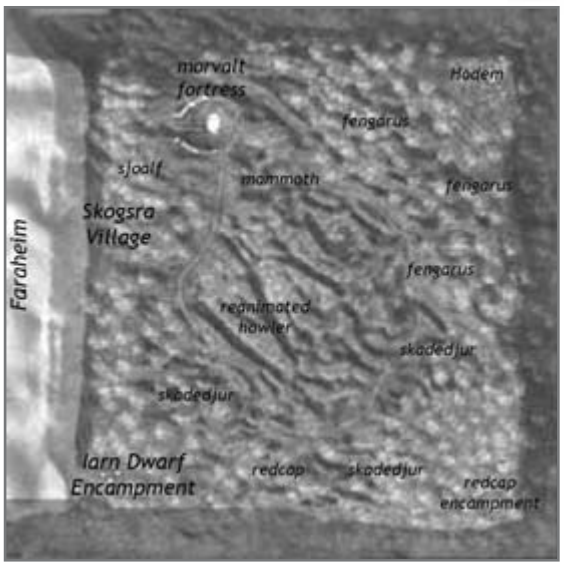


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Gripklosa Mts, Shrouded Isles



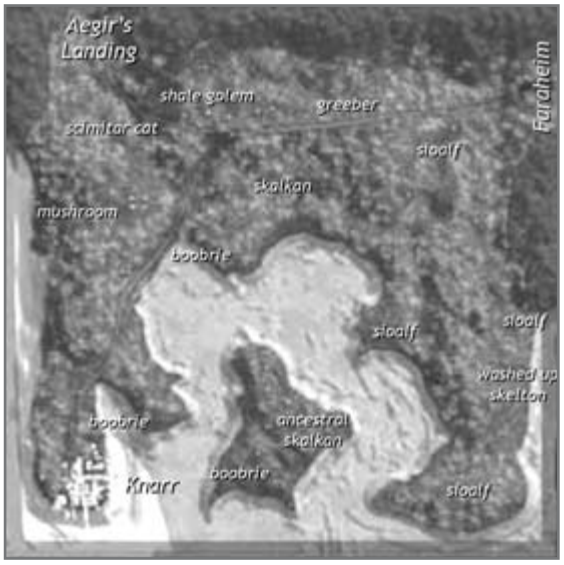
Modernagrav, Shrouded Isles



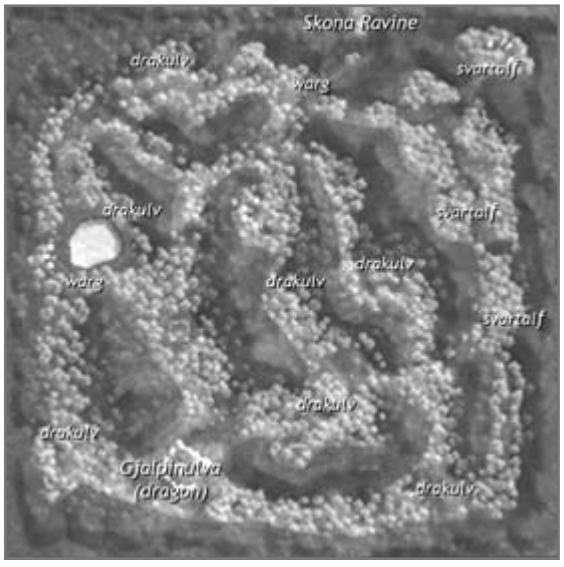
Iarnwood, Shrouded Isles



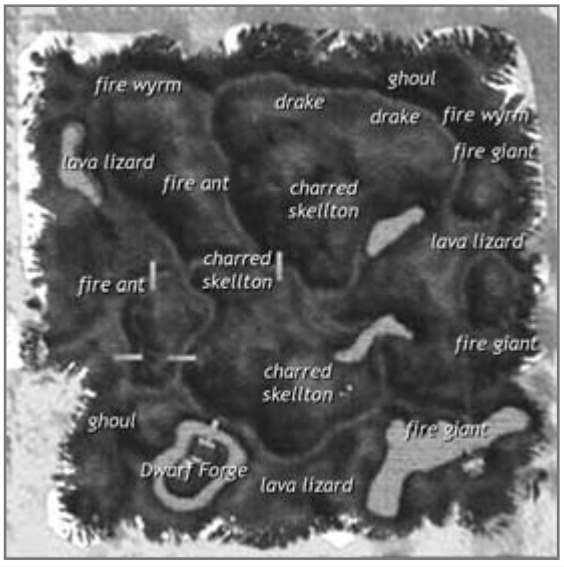
Munin Sound, Shrouded Isles



Malmohus

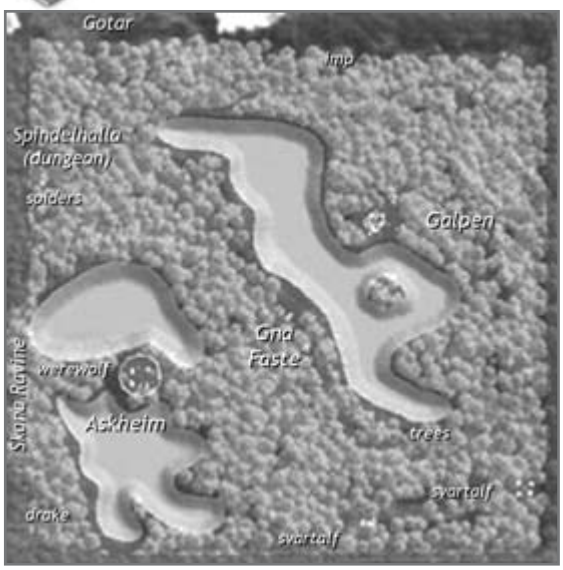


Muspelheim

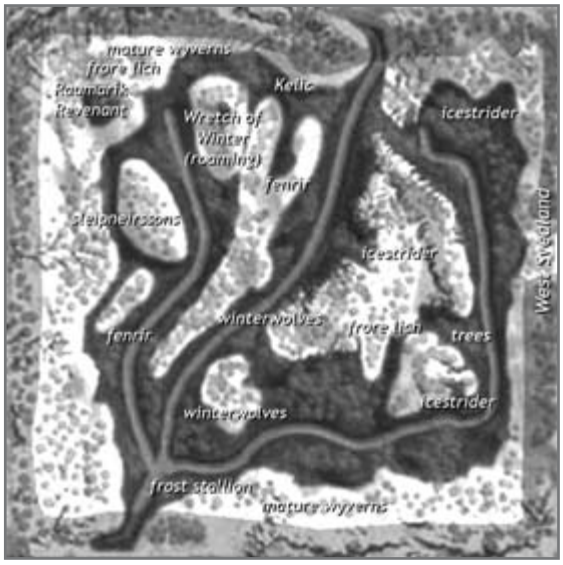


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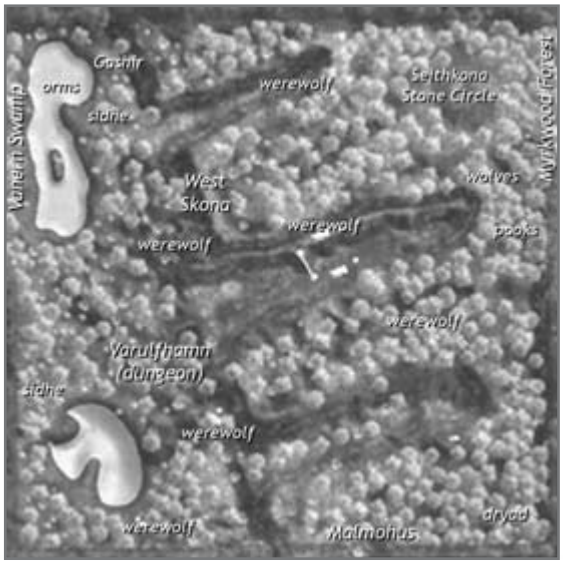
Myrkwood Forest



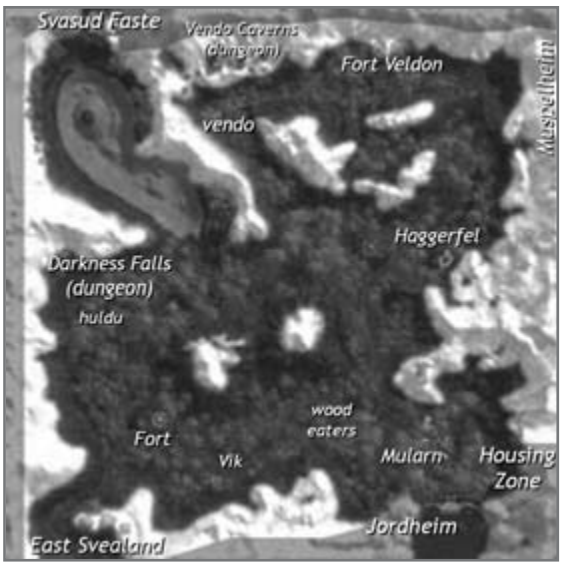
Raumarik



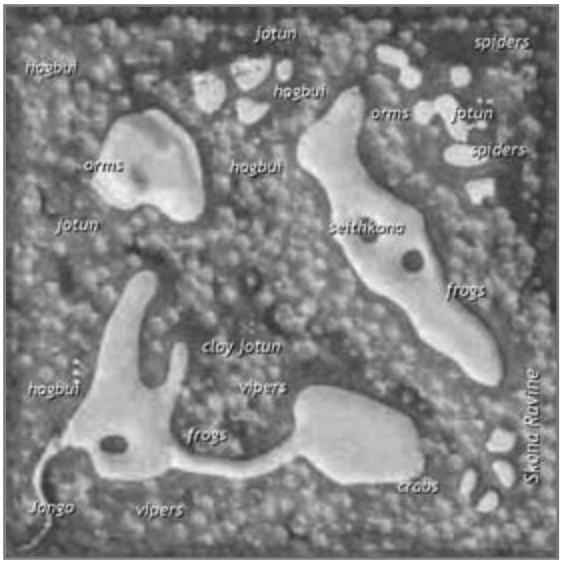
Skona Ravine



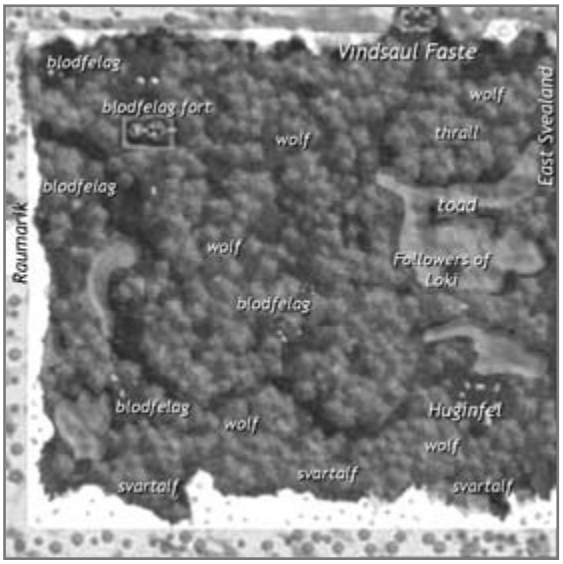
Vale of Mularn



Vaneth Swamp



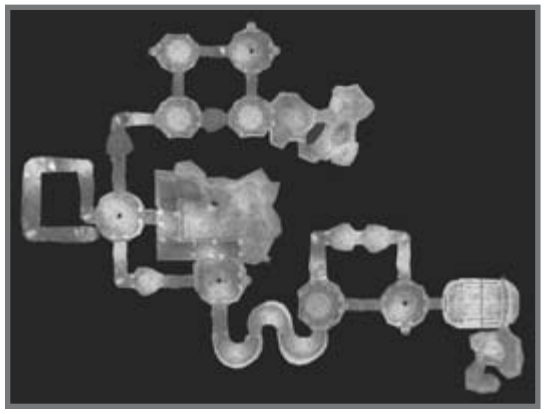
West Svealand



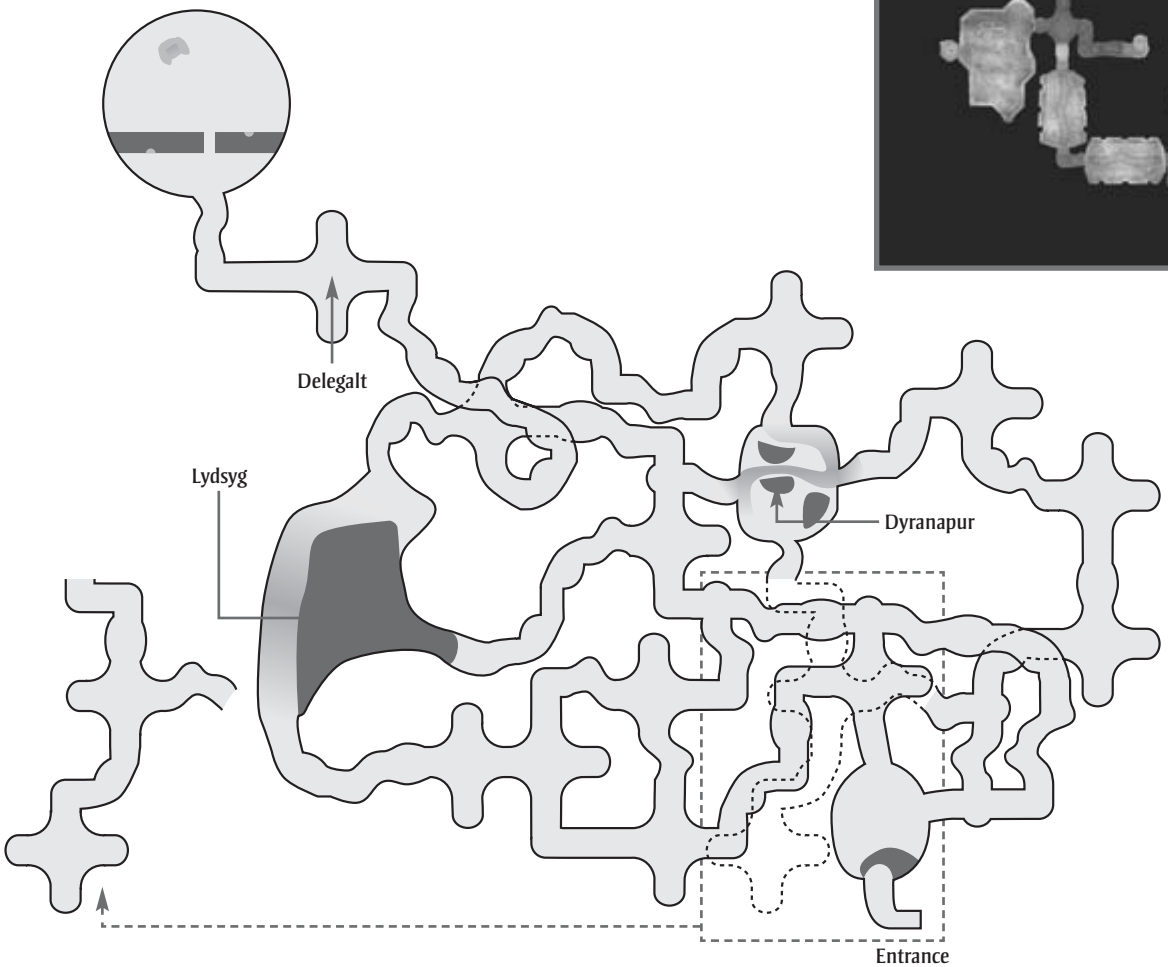
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Dungeons

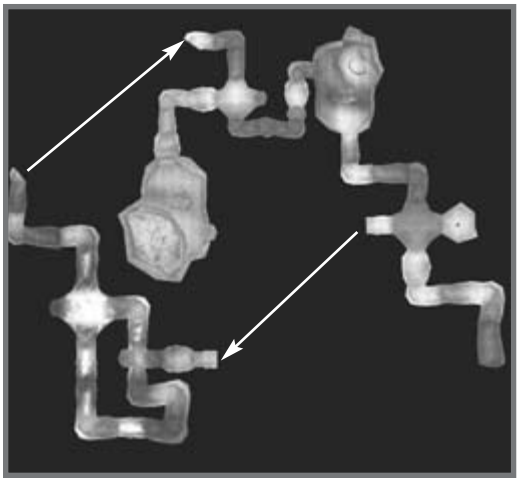
Cursed Tomb

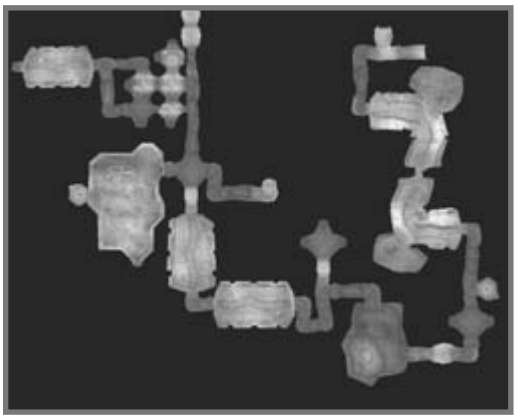


Iarnvidiur Lair, Shrouded Isles



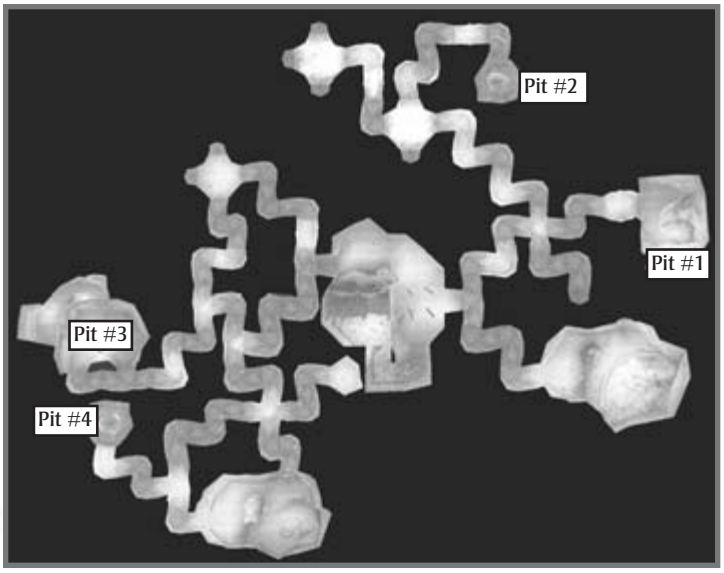
197 – Nisse's Lair

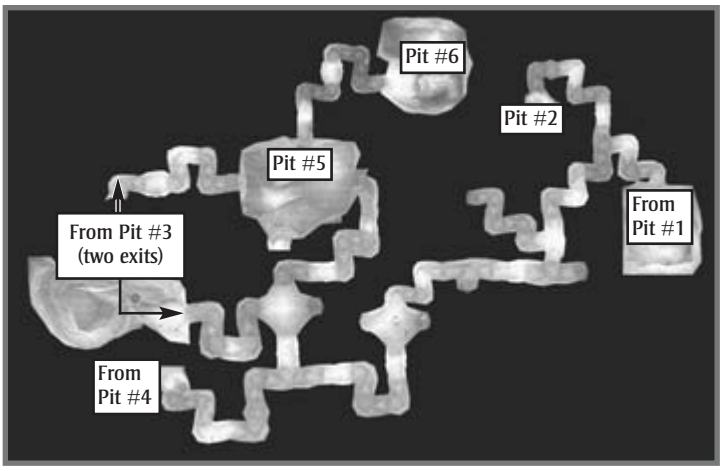


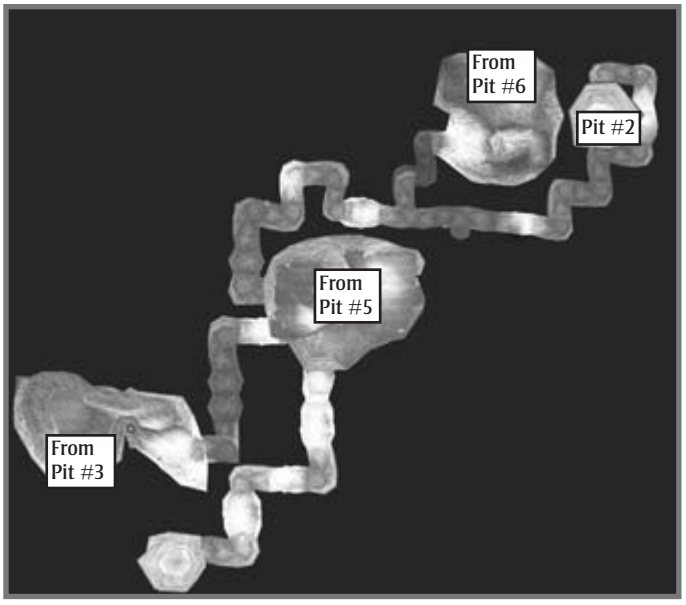


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Spindelhalla



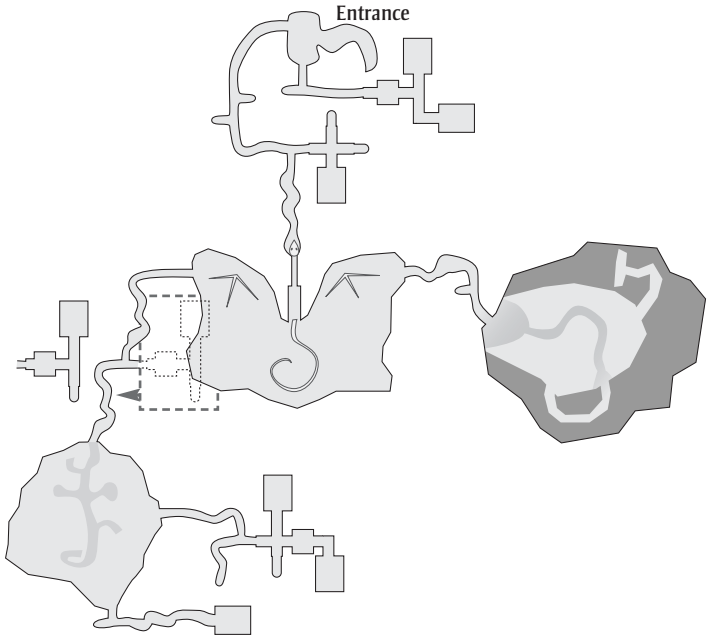




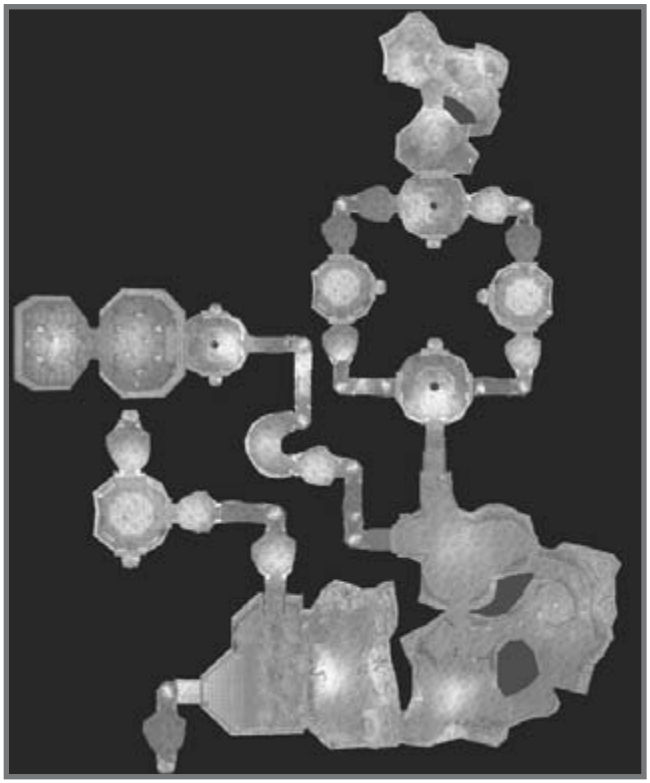
Trollheim, Shrouded Isles

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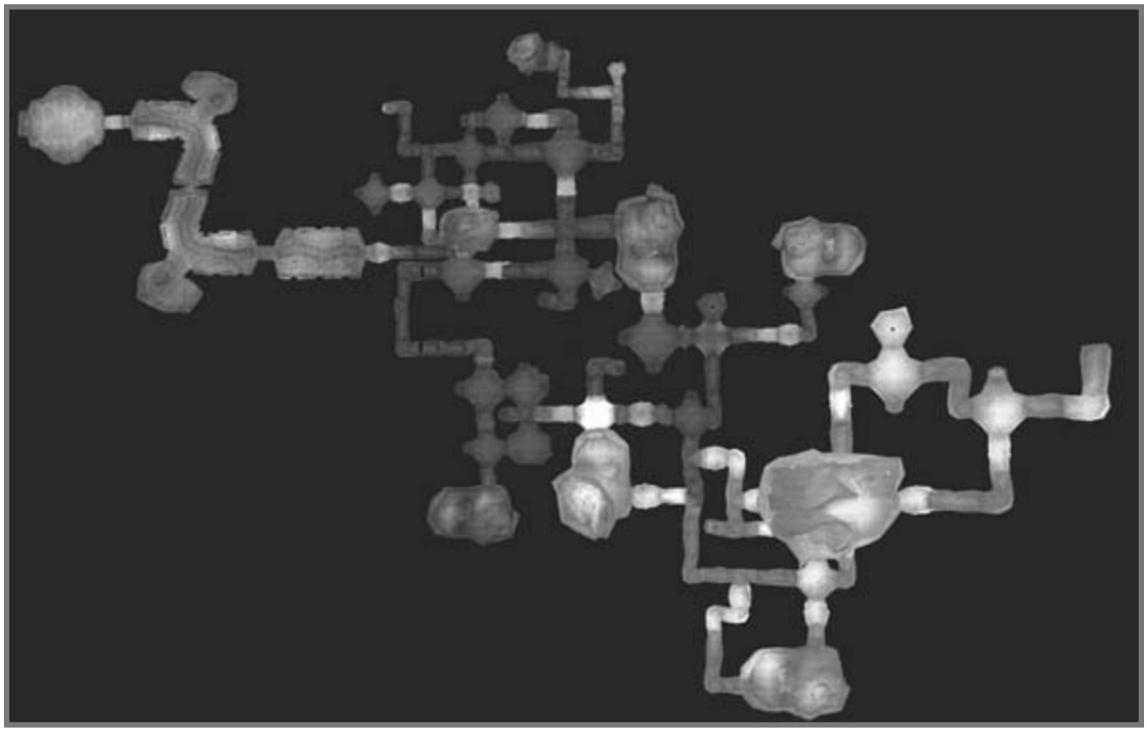
Tuscarian Glacier, Shrouded Isles



Vendo Caverns



Varulvhamn



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Trials of Atlantis

The Trials

With so much to explore, one of the highlights of this expansion is the opportunity to gain new skills and abilities by completing the trials and attaining master levels. However, the encounters within the trials can be very difficult, and, unlike the quests you may be familiar with, they don't come with a lot of very specific steps, but only some general clues.

Beginning the Trials

To begin the trials, you must first speak with the Arbiter in the Ruins of Atlantis (also known as the "remnant zones"). Speaking with the Arbiter sets you on the path toward your first master level and creates a set of clues that you can access by clicking on the Master button on the Character Sheet or by typing */master*.

Completing the trial encounters is not all there is to it, either. Once you have successfully completed a full trial, you can return to the Arbiter to update your master level ability path, and you must still gain master level experience to fully activate your new abilities and master level status.

In This Chapter

This chapter contains information about each encounter in all 10 trials. For each encounter, we provide:

- *The starting point*
- *Creatures involved*
- *Recommended number of players*
- *The goal of the encounter*
- *Any special conditions*
- *Who gets credit (solo, group, or battlegroup)*
- *Encounter background*
- *Encounter strategic information*
- *Many special drops, including the boss loot*

Trial 1

Encounter 1-1: Lucky Survivor

Starting Point
Anatole; Diaprea Island: 40k, 22k; 37.8, 17.1

Creatures Involved
Aithos, Ianetor (moderator), Sunkaio, Zupureo

Number of Players
One group

Goal
Defeat Aithos

Special Conditions
Only one group can enter the combat zone in this encounter

Credit
Group

Backstory

Ianetor has run this trial challenge since before the fall of Atlantis. He sets the rules and likes to play games with you, and over the years he's refined his challenge encounter to be a good test of strategy and teamwork. The ancient Atlanteans considered passing Ianetor's challenge a suitable first test for would-be heroes. If an adventurer couldn't master Ianetor's little game, they would have little chance of success later in the trials.

Encounter

When you arrive at the island, you must speak to the moderator, Ianetor, who stands on the bridges. (There are two Ianetors, one on each bridge). Be careful. If a group is already engaged in battle in the battle area between the bridges, you can easily aggro the sentries guarding the area if you get too close. Best to wait until the encounter is complete before speaking to Ianetor.

The challenge begins 60 seconds after you accept it from Ianetor. Your group must be in the combat zone between the two bridges when the encounter begins. Meanwhile, a deadly wall of fire surrounds part of the island, causing instant death to any player who wanders into it, although without causing experience loss.

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Group formation can make a big difference in this encounter, and having a good mix of melee types and healers is helpful. We also suggest that you bring a full group. Before the battle begins, all combatants should have as much fire protection as they can, because most of the attacks in this battle are fire based. Once the battle begins, the ultimate goal is to kill Aithos, who stands between his lieutenants, Sunkaio and Zupureo. However, Aithos is very powerful, becoming weaker as his lieutenants are destroyed. Only Sunkaio is aggressive at first, so it's best to start with him.

Sunkaio will aggro on one player, usually the first to attack him, and stick to that player. Because he is very powerful, some groups choose a tank to take the aggro and then run around, staying away from Sunkaio while the other players attack him. This strategy works because Sunkaio runs slower than normal player speed. It's imperative to stay out of reach because Sunkaio can one-hit many players with his fast heavy attacks and fire proc, which fires every time. However, he also fires off a fire-based DoT at his target from time to time, and he casts a fire-based PBAoE every 15 seconds.

While you are killing Sunkaio, Aithos and Zupureo have a low chance to aggro, so you should be able to concentrate just on Sunkaio. Be sure not to attack either of the other two! Once Sunkaio has been polished off, Aithos loses both his offensive and defensive procs, which fire at a rate of 25 percent per combat round.

Zupureo is next. While Zupureo is alive, Aithos can launch very powerful fireball bomb pets. Once you take out Zupureo, those bombs become much weaker, reducing the threat from Aithos. Zupureo requires a bit of strategy, as well. To kill him, you must begin by killing his fire pets, which he continually spawns. The pets race toward any attacker and explode, so they aren't too difficult; and if you can keep from aggroing Aithos, you just have to whittle down Zupureo to about five percent of his health by killing his pets, then melee him the rest of the way. It is also possible to kill Zupureo by only killing his pets. After that, a much weakened Aithos should be a fairly standard battle.

Some groups have reported that PBAoE also works well, if used strategically against each of the three giants. However, if possible, you want to take out one of these monsters at a time and avoid adds. PBAoE works especially well against Zupureo because it can damage him and his pets at the same time.

Special Drops

The most important item dropped during this encounter is a gem, which will be used in Encounter 1-6.

Encounter 1-2: Lesser of Two Evils

Starting Point
Mesothalassa: 26.8k, 24.8k

Creatures Involved
Lornas, Borjad, Borjan

Number of Players
Solo or grouped

Goal
Kill either Borjad or Borjan

Special Conditions
None

Credit
Group

Backstory

Lornas's village has an uneasy truce with the nearby factions, but none of the villagers can enter faction territory. The two brothers, Borjad and Borjan, have victimized the village repeatedly, taking refuge in the faction areas where the villagers cannot approach them. Lornas asks you to resolve this problem by killing at least one of the brothers.

Encounter

This is a simple kill task. The instructions from Lornas give you an indication as to which of the four areas you should search for Borjad and Borjan.

Borjad may spawn in one of four locations:

(5k, 19.8k); (26.8k, 43.9k); (23.4k, 7.2k); (54.3k, 23.3k)

Borjan may spawn at:

(4k, 17.2k); (26.6k, 42.6k); (27.4k, 7.2k); (54.4, 24.7k)

After they spawn, both brothers tend to wander, so they probably will not be found exactly at their spawn locations. To complete the task, kill whichever brother you find first.

Special Drops

None

Encounter 1-3: The Greater Good?

Starting Point
Mesothalassa: 44.4k, 58.3k or 42.6, 2.1

Creatures Involved
Kynhroe Chief Oxomis, Zhton Chief Arxem

Number of Players
Several players, but probably less than a full group

Goal
Kill either chief

Special Conditions
None

Credit
Battlegroup

Backstory

Originally, during Atlantis's prime, this encounter involved speaking to the chiefs of the rival clans and choosing a side, then speaking with the Arbiter about your decision. Now, however, it involves two once-powerful factions whose power has dwindled. Speak to the Kynroe chief and the Zhton chief. They tell more or less the same story. You no longer have to decide and speak with anyone. Now you only have to choose one of the chiefs and kill him.

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Encounter
Each chief is guarded by a number of sentries that con green and blue to a level 50 player. It's not a bad idea to clear the sentries, or at least have some of the group clearing them. In addition, sentries may drop good items, but they won't do so predictably. A level 50 player should be able to solo chiefs. All grouped members receive credit for the encounter when a chief dies.

Special Drops
None

Encounter 1-4: Have I Not Been Forgotten?

Starting Point
Hesperos: 27.5k, 30.1k

Creatures Involved
Fadrin and his barrier

Number of Players
At least one group

Goal
Kill Fadrin

Special Conditions
Fadrin is invulnerable while his barrier is up

Credit
Group

Backstory
Fadrin likes to surround himself with altered creatures and a powerful barrier stolen from the trials.

Encounter
Fadrin can be defeated with a small group, but it is helpful to have a good mix, ideally including tanks to take down the barrier, PBAoE casters for the mostly blue (some yellow) con "morphed" mobs that aggro around the group, and a healer or two. Healing may draw aggro, so tanks should be ready to protect healers. Once the barrier goes down, attack Fadrin with everything before he can raise the barrier again.

Only one group will get credit, so if multiple groups are present, have additional groups take care of adds while one group takes out Fadrin. The other groups then have to wait for him to re-pop.

When Fadrin dies, he drops a belt that is awarded to someone randomly in the group. Keep the belt; it will be used in Encounter 1-6.

Special Drops
Fadrin's Belt (useful in 1-6)

Encounter 1-5: I Choose...

Starting Point
Oceanus Anatole (near the Haven of Volcanus): 50.5k, 36k

Creatures Involved
Krojer, Lady Farahnaz

Agnon: Hunter

Sethrendar: Friar

Xalarian: Wizard/caster

Jilena: Warrior (axe)

Malison: Cleric

Regent: Champion

Number of Players
One player at a time. Although you can be in a group, only the person who makes the kill receives credit.

Goal
Defeat at least one of Krojer's champions

Special Conditions
One player at a time

Credit
Solo

Backstory
For as long as anyone can remember, this challenge has taken place on the seafloor near Volcanus Haven. The tritons have taken over this encounter, and Lord Krojer now leads it. The challenge is designed to test each warrior's mettle and determine if he or she is worthy to proceed with the trials.

Encounter
Because this is a solo encounter, check with other players in the vicinity to see whose turn it is and to state your intention to participate.

After you speak with Krojer, you must accept the battle and pick one of Krojer's champions. Follow the champion into the battle zone and right-click on it to begin the battle. Be sure you're as fully buffed as possible. Although Krojer's champions all appear to con blue to a level 50 player, this is misleading. They adjust to your level and provide a challenge.

Special Drops
Kill all six champions to choose a ring from Lady Farahnaz.

Encounter 1-6: Strike Me Down Where I Stand

Starting Point
Oceanus Anatole: 42k, 24.9k

Creatures Involved
Kirkleis

Number of Players
One group

Goal
Kill Kirkleis

Special Conditions
Easier if you have both Fadrin's Belt (from Encounter 4) and the gem from the previous encounter

Credit
Battlegroup

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Backstory
Kirkleis was once a man, now cursed to live out eternity as a statue. As if that weren't bad enough, he must look upon himself each day in a large mirror or suffer great agony until he does. Needless to say, Kirkleis is not a happy fellow, and he generally takes it out on anyone unlucky enough too get to close.

Encounter
Kirkleis's attack strategies include launching powerful fireballs and creating deadly traps all over the island. Wearing Fadrin's Belt causes the fireballs to alter their path away from the wearer, and carrying the gem from Encounter 1-1 reduces the chance of taking harm from the traps. It is certainly possible to complete this encounter without either of these items, but they can make it easier.

To begin with, have as much fire protection as possible going in. One possible tip is to have casters and healers stand in the area between the broken rocks and the temple, out of range of his fireball nukes. Other than that, it's a straightforward battle, the goal of which is to put Kirkleis out of his misery—permanently.

Special Drops
Kirkleis drops a ring, which is useful against Cetus, the final encounter of this trial.

Encounter 1-7: Not My Circle

Starting Point
Oceanus Anatole: 35k, 12k

Creatures Involved
Rassa, Rishive, and numerous statues

Number of Players
Two groups

Goal
Kill Rassa

Special Conditions
All battlegroup members on the island will receive credit for this encounter. Each disk must have a player on it (see below).

Credit
Battlegroup

Backstory
These four rings represent one of the more preserved parts of the Atlantean trials, still operating much as the Atlanteans had intended. Trapped within the center ring is a magical seal that has imprisoned a vile creature called the Rassa. The smaller rings contain his minions, aptly named the malrassa. The Atlanteans intended this encounter to provide key insight into the possible difficulties of the later encounters.

Encounter
Around the edge of the large structure are five disk-like pads. To trigger this encounter, one person must stand on each of the pads. Other members of the group or battlegroup are free to roam. Hordes of statues will spawn once the pads are all occupied, homing in on the pad occupants. They come in waves, first blue con, then yellow, orange, and red. You must fight off each wave. During a wave, it is okay to leave the pads, but once the last mob in a wave is killed, each pad must be occupied or you have to start over. If someone on a pad dies, be sure someone else occupies their pad.

The statues will not leave the structure, so if a caster gets aggro, he or she can run off the structure to escape; however, no one can attack while off the structure.

Once the last wave of red-con statues is defeated, Rassa appears in the middle and goes after the people on the pads. Rassa can occasionally hit people on all five pads at once. Of course, everybody's attention will be on killing Rassa. Note that if Rassa manages to kill four of the attacking group, a ring of creatures called rishive will spawn in a circle around the structure and begin moving toward the center of the circle. They can be killed, but if they make it to the center, they trigger a massive AoE fire explosion. Generally, you should be able to destroy Rassa without this occurring.

Special Drops
Rassa drops a mirror, which is useful against Cetus in the final encounter.

Encounter 1-8: Ruby in the Sand

Starting Point
Oceanus Notos, Deep Sands: 14.6k, 50.4k

Creatures Involved
Sharks

Number of Players
Two groups

Goal
Get the ruby

Special Conditions
None

Credit
Battlegroup



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Backstory
The Ruby in the Sand was once a prize awarded to adventurers who were brave enough to climb the tallest jagged coral harpy spires and snatch it from a harpy's nest. The rubies aren't really gemstones; rather they are magical trinkets that were created by elder Atlantean mages to assist adventurers in their battle with Cetus. The tallest harpy spires on which rubies had been placed fell into the sea when Atlantis was destroyed and the rubies sunk into the shark-infested waters of Oceanus. Sometimes a ruby is unearthed as the sands shift in strong underwater currents. As soon as a ruby's soft red glow is revealed, it is snatched from the bottom by sharks perhaps seeing the glow as a cloud of blood. Obtaining a ruby is still the objective of this encounter but that task is likely more difficult now than it was before the fall of Atlantis.

Encounter
To trigger this event you must hang out near or inside of the Deep Sands region, which causes a ruby to be revealed on the seafloor. The next shark that enters the Deep Sands region then grabs the ruby from the seafloor. Slay that shark to acquire the ruby and finish this encounter.

Killing sharks won't affect the encounter very much but it does reduce the odds of one of them taking the ruby after it is generated by a player or players being in Deep Sands. Once an azure or hammerhead shark has picked up a ruby, the whole group will see a broadcast to that effect. The best strategy at this point is to pull the shark in question (with a non-bleed attack) away from any other sharks and kill it. If you don't, it may cause bleeding damage, which will aggro all the sharks in the area.

Another strategy is to hang out above the sharks and attempt to draw them one at a time, clearing the spawn. Once the spawn is cleared, have the entire group drop to the bottom. You must see the message, "You have entered Deep Sands" or you are in the wrong place. Wait a few minutes for an azure or hammerhead to spawn and look for the broadcast about the shark picking something up. A shark with the ruby has a periodic red glowy effect that can be easily seen from above. Once you have seen the broadcast, target the shark, kill it, and retrieve the ruby. The more rubies you have, the better off you will be in the final encounter with Cetus. So if you have used this strategy, you can also wait for a new spawn and collect more rubies.

Note that when you fight sharks, they use a bleed attack, which causes all the sharks in the area to go after the one who is bleeding. If you kill the spawn first, this reduces the chance of having a feeding frenzy on your group. Also, if you draw the one with the ruby away from any other sharks, you have a better chance of avoiding a mass attack.

Special Drops
Ruby (used against Cetus in Encounter 10)

Encounter 1-9: Desmona's Harpies

Note

Desmona's Harpies
If you have enough people, someone can go */dig* at 25.8k, 44.3k and cause the Harpy of the Dance to spawn. When you kill her you obtain the Ring of Dances artifact.

Starting Point
Oceanus Notos: 32.8k, 46.4k or 28.2k, 52.1k

Creatures Involved
Desmona, invisible harpies

Number of Players
One group or more

Goal
Kill Desmona

Special Conditions
Find some tokens

Credit
Battlegroup

Backstory
Desmona is so powerful that her presence permeates her island, keeping her followers invisible. The Atlanteans placed 10 tokens on the island to allow would-be heroes to reveal Desmona and her harpies.

Encounter
Before you attempt this encounter, go to either 32.8k, 46.4k or 28.2k, 52.1k and */dig* until you have obtained several coins called Desmona Revelation Tokens. You want several of these coins because they make the invisible harpies that defend the island visible. Also the harpies steal the coins from you during battle, although you can recover lost coins if you kill the harpy who stole it.

Note that there will be no more than 10 of these tokens available at any time. Also, you can't keep the tokens once you leave the island. They automatically disappear if you leave, release, or log out. Once you have gotten some of the coins, go to 25k, 48k and go after Desmona, handling the harpies, which should now be visible.

Special Drops
Desmona's Crown (useful in the Cetus encounter)

Encounter 1-10: Cetus's Endgame

Starting Point
Oceanus Mesothalassa, Cetus' Cave: 57k, 6k

Creatures Involved
Cetus

Number of Players
Two to three groups of level 50s; more if lower level players are involved

Goal
Defeat Cetus

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Special Conditions
Complete the other encounters

Credit
Battlegroup

Backstory

Cetus was used on occasion by the ancient Atlanteans, but when he wasn't useful, he was imprisoned in his pit. When the Atlanteans disappeared, Cetus was doomed to his prison, and he's none too pleased about it. Don't expect a friendly welcome when you come to call upon him.

Four items can help in this encounter. Each of these items will be consumed when used.

Many-Faceted Ruby

This is the ruby from Encounter 1-8. This is the most important item, and you should bring at least two or three. It prevents Cetus from retreating behind his gate and healing. Note that this item can be used only while floating inside one of the magical spheres.

Rassa's Mirror

The mirror can be used when Cetus is above 50 percent health to spawn some mindslayer orbs to attack him for 30 seconds. However, it has another use. Cetus has a powerful breath attack, which has a one percent chance to fire each time he is hit. If you have the mirror in your inventory and you trigger the breath attack, the mirror prevents Cetus from using the breath attack. This effect lasts for the next 10 seconds. The mirror is not destroyed when it protects you from the breath attack. Note that the mirror can be used only while floating inside one of the magical spheres.

Kirkleis's Ring

The ring can be used to clear Cetus's aggro, and it works more reliably than spells. This item can be used anywhere in the pit.

Desmona's Crown

The crown will instantly port any player to safety at the entrance to the cave. It's useful especially if a group wipeout is imminent and a rezzer can use it to escape. This item can be used anywhere in the pit.

Encounter

It is important to watch for Cetus's spam about healing himself. If he is getting ready to teleport out to heal, that is the time to use the ruby. Only one ruby will cast its effect at a time, so you shouldn't have to worry about more than one being used up; however, it's probably a good idea to establish who is going to use the first ruby, the second, and so forth. Depending on the strength and effectiveness of your group, you may need only one or two rubies, but it's best to have one or two extra, just in case. And remember, rubies can be used only while floating inside one of the magical spheres.

Using the mirrors can help whittle Cetus down, although it does leave the player more vulnerable to Cetus' breath attack, because it disappears when used to launch the mindslayer orbs. Only one mirror can be used in this way at a time, and it must be used when the player is floating inside one of the magical spheres.

Special Drops

Albion	***Hibernia***	***Midgard***
Ancient Key	*Ancient Key*	*Ancient Key*
Flayed Cetus Skin	*Flayed Cetus Skin*	*Flayed Cetus Skin*
Hardened Cetus Skin	*Hardened Cetus Skin*	*Hardened Cetus Skin*

Trial 2

Encounter 2-1: Death from the Shadows

Starting Point
Temple of the Sobekite Eternal

Goal
Defeat one of the shadow creatures

Creatures Involved
Shadow Reavers: Ata, Ka'a, Sinuhe, Bassem

Special Conditions
None

Number of Players
One or more groups

Credit
Battlegroup

Backstory

Within the temple are Shadow Reavers who are also masters of stealth. Devoted to Runihara, they have been sent into the temple to exterminate the sobekites who dwell there so that Runihara can gain control of the entire temple.

Encounter

Invisible Shadow Reavers stalk the temple area of Sobekite Eternal. There is a chance they will attack a given player, grouped or not. Once one of them reveals itself, kill it to complete this encounter.

Your chances of forcing one of the Reavers to reveal itself is based on your Intelligence or Wisdom stat. Also, if you can bring a gator egg with you, it increases the chances of the encounter. The Shadow Reavers are pretty basic mobs who use basic melee and styles, so they shouldn't create any unusual challenges.

Special Drops

Ka'a and Ata: South Hall Gate Key

Sinuhe and Basem: Stone Key

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Encounter 2-2: Stalking Terror

Starting Point
Temple of the Sobekite Eternal

Goal
Defeat the Shadow Reaver

Creatures Involved
Shadow Reaver

Special Conditions
None

Number of Players
One group

Credit
Battlegroup

Backstory
The Shadow Reaver is the commander of the Reavers who patrol Sobekite Eternal. Their main goal is the eradication of the sobekites in the temple for their master, Runihara.

Encounter
For this encounter, the NPC wanders the back halls of the temple portion of the dungeon until he is able to latch on to a player. As in the previous encounter, the higher your Intelligence or Wisdom, the more likely it is that you will force him to reveal himself. Otherwise, he behaves in the same manner as the other Reavers, but instead of having the lust for the eggs, he seeks the Ancient Rusted Crown from Encounter 2-3. Carrying the Rusted Crown adds 2 percent to your chance of uncovering this rogue-like creature.

Defeat the Shadow Reaver to receive credit for the encounter.

Special Drops
South Hall Gate Key, Cauldron of vivifying water (elemental weapon component)

Encounter 2-3: Triton Hoards

Starting Point
Sobekite Eternal

Goal
Kill one of the chieftains

Creatures Involved
Antron Chieftain and Speos Chieftain; the rest of the clans

Special Conditions
None

Credit
Battlegroup

Number of Players
One group or more

Backstory
The Antron and Speos clans have allied with each other in order to defend their domains from encroaching sea creatures and other dangers from the waters of Oceanus. They do not steal from each other or make war, but they do have a rivalry to see which clan can accumulate the most treasure and artifacts.

Encounter
Each chieftain resides underwater in a huge cave, surrounded by clan members of all kinds. There are melee, casters, and healers all filling the caves. The goal is to kill the chieftain of either clan, so you must get to him, but if you charge in, you will be in a huge battle. The Antron clan seems slightly easier to fight. You can pull the tritons from the cave and take them on in smaller groups, whittling down the small army in the cave until it is safe to take out the chieftain. It's pretty standard, otherwise.

Special Drops
Amphitheater Key, Cellar Key, Ancient Rusted Crown

Encounter 2-4: Rrionne's Reflection

Starting Point
Temple of the Sobekite Eternal

Goal
Kill Rrionne

Creatures Involved
Rrionne and her reflection

Special Conditions
None

Number of Players
One or two groups

Credit
Battlegroup

Backstory
Rrionne is a mischievous water djinn who has taken refuge in the Sobekite Eternal dungeon. She is never seen without her reflection following her close behind.

Encounter
Rrionne can spawn in different parts of the temple area. Once you locate her, you will discover that she will run from any approach and, in any case, she cannot be damaged until you take out her reflection. Take out Rrionne's Reflection, then fight her. The reflection is weaker than the original and uses exclusively magic attacks. She should be no real problem for a small group. Rrionne will be more challenging, but is still a pretty standard battle. Rrionne will stay in ranged mode if players use ranged attack on her. She'll use fire and energy-based DD spells. Once she's engaged in melee, she'll melee the rest of the fight with occasional PBAoE attacks.

Special Drops
North Hall Gate Key

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Encounter 2-5: Chaths's Test of Strategy

Starting Point
Temple of the Sobekite Eternal: 23.6k, 3.2k

Creatures Involved
Chaths and white and black marble statues

Number of Players
One group

Goal
Defeat Chaths in a game of strategy

Special Conditions
Read the instructions

Credit
Group

Backstory
Chaths's encounter is one of the few that is unchanged since the early days of Atlantis. Basically, you must engage in a battle with chess-like pieces—animated statues that will battle it out to determine a winner.

Encounter
Chaths will give you basic directions on how this encounter works. First, you can inspect each of Chaths's pieces to see how he has them set. This should give you a clue about how to form your strategy.

Next, choose one of the white pieces. Talk with it and choose the associate option to gain the opportunity to make certain modifications to it. If you don't have enough people to each associate with a different piece, you can associate with one, change its settings, then say "different" to it and move to another statue. The modifications you make will be remembered. So one person can do this encounter alone.

When you are done with your modifications, return to Chaths and say you're "ready" to begin. After that, you get to watch the battle and see who wins. You can't participate, so the outcome will depend on how well you chose your modifications to the piece with which you are associated.

Special Drops
None

Encounter 2-6: Kanahkt's Test of Tactics

Starting Point
Sobekite Eternal: 24.5k, 18k

Creatures Involved
Kanahkt and his statues; eidolon

Number of Players
One group

Goal
Defeat all of Kanahkt's attacks

Special Conditions
None

Credit
Battlegroup

Backstory
Kanahkt is the spirit of a long-dead sobekite who cared for the statues in the amphitheater of Sobekite Eternal. Before the fall of Atlantis, those who wished to compete in the Trials would have to defeat these statues as they worked their way through the temple.

Encounter
Kanahkt can be found in his own amphitheater surrounded by dormant statues. When you talk to him, he will offer you a test, and if you can pass the test, you gain credit for the encounter.

The test basically consists of fighting Kanahkt, but not in his normal form. Kanahkt will inhabit the bodies of the statues in the room, one after the other, until you have defeated them all.

The encounter would be relatively simple if it were only a matter of killing the statues one at a time. However, during each encounter, eight eidolon orbs appear and start nuking randomly. The eidolons appear to be relatively low level at the beginning, but don't ignore them. The eidolons level up every five seconds. They start at level 35, but within a short time, they reach level 70, at which point their level timer goes to 10 seconds until they reach level 80. The eidolon have no resists and, at level 35, they have a negative to overall hit points. You don't want eight level 80 mobs joining this battle, so take them out early when they are low enough level for a caster or archer to dispose of them.

The statues themselves are sufficiently purple to require some effort. Each is a different type, either melee, hybrid, or caster, and each has specific attacks.

When they take crush, slash, or pierce damage, the marble statue and the slate statue spawn an "arcane bomb" that seeks the closest player (depending on class) and explodes. However, if the bomb is destroyed before reaching its target, it will detonate an even bigger explosion.

When it takes fire, cold, spirit, or energy damage, the stone statue creates a damage shield around itself, based on the damage it took.

After each death, Kanakht spawns before heading to the next statue it will assume control of, until no statues remain, whereupon the encounter is over.

Special Drops
None

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Encounter 2-7: Pick Your Poison

Starting Point
Sobekite Eternal: 29.9k, 13.4k

Creatures Involved
Sharks, octopi, barracuda, ghosts, ghost boss, eidolon, Shahrmaz

Number of Players
Solo, group, or battlegroup

Goal
Face either Fear, Horror, or Terror

Special Conditions
None

Credit
Solo, group, or battlegroup

Backstory

As the Atlanteans worked their way through the trials, they were forced to face their worst personal nightmares, which was the nature of the encounter with the shaman Djedkare. Only the bravest were able to overcome these images while the unluckiest succumbed to these fears and often died. With the fall of the Atlantean civilization and the recent incursion of the three realms to this world, Djedkare has had to change his strategy to accommodate these new adventurers.

Encounter

This encounter begins when you speak with Djedkare. He offers you one of three encounters—fear, terror, or horror. Fear is meant for a solo player and can be repeated every 15 minutes. Terror is designed for one or two groups and can be repeated every 30 minutes. Horror is a large-scale encounter that can be repeated every two hours.

Fear

To attempt this encounter, you must first speak with Djedkare, then enter the well at the end of the long room. You have to maneuver the length of the underwater cave to reach the end, which holds Djedkare's Treasure. All you have to do to complete the encounter is to open the chest at the end of the hall, but you have to fight any mobs that appear, including aggressive sharks, octopi, and barracuda. Once you open the chest, the encounter ends and you can exit the cave.

Terror

This encounter begins with a lightning spark that begins at the entrance to the long hall and travels into the room, ultimately moving into the center of the room, at which point large bolts of lightning begin to cause significant damage to anyone nearby and the marid Shahrnaz spawns. You must defeat Shahrnaz, who constantly casts energy-based spells. When she is hit by energy-based spells, she will "charge" up for 15-seconds. If another player hits her with an energy-based attack during this time, she will cast a PBAoE lighting spell around the room at various points. The moral of that story is to avoid using energy-based spells on her.

Horror

For this encounter, Djedkare "summons" ghosts of Sobekite Eternal's past. The object is to locate the boss ghost. Each time you select (click) on the wrong ghost, it attacks with a chance of BAFing with one of the flying eidolons in the room. This continues until you locate the boss ghost, at which point it changes form and you must find it again. The ordinary ghosts use melee attacks and can mez. The boss uses melee and styles. The eidolons are strictly melee fighters.

This encounter should reward up to two full groups, and completing any of these three encounters gives you credit for completing Encounter 2-7.

Special Drops

None

Encounter 2-8: Stand Fast

Starting Point
Sobekite Eternal: 19.1k, 24k

Creatures Involved
Amenemhat, crocodiles

Number of Players
Solo

Goal
Defeat Amenemhat

Special Conditions
Cannot attempt this twice in a row

Credit
Solo

Backstory

Amenemhat has been the champion of the sobekites since the Atlanteans first began the Trials. Like other priests in the temple, he cannot die of natural causes but can be killed. Over the years, he has learned to use the skills of those that challenge him, thus making him a formidable challenge for any would-be champion.

Encounter

When you speak with Amenemhat, he challenges you to a duel. Once you accept the duel, you are given five minutes to make it from the bottom floor to the top, where the duel will take place. If anyone else attempts to run up to the top, they will be thrown down into the crocodile pit and four level 70 crocs will spawn and attack. Even the challenger must hug the wall when circling the pool to avoid the crocs' aggro range.

Amenemhat is one of those tricky mobs that will change level and class to match his opponent, within a range of 40 to 50. He can duel as a melee, caster, healer, or rogue/ranger type.

To win the duel, you only have to get Amenemhat down to 10 percent health, at which point he will declare you the winner. If you die, however, you cannot attempt the encounter immediately, as he will not allow the same player to try it twice in a row. However, the encounter will reset after 15 minutes if nobody has attempted it before that.

Special Drops

None

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Encounter 2-9: The Battle Masters

Starting Point
Temple of the Sobekite Eternal: 25.3k, 22.8k

Creatures Involved
Onuris and the battle masters; tritons

Number of Players
One to two groups

Goals
Return the lost items, then defeat the battle masters

Special Conditions
Return the lost items

Credit
Battlegroup

Backstory

Onuris is the keeper of four items that belonged to ancient battle masters who had conquered the trials prior to the collapse of Atlantis. These items enable him to summon images of those battle masters, allowing you to test yourself and complete the encounter. The problem is that the four items have been stolen from him by tritons. You will need to locate and return these four items to reactivate this trial test.

Encounter

When you speak with Onuris, he'll tell you to recover Dimitri's Sword, Bulis's Shield, Kaletor's Staff, and Thoas's Staff, which are random drops from any common triton or any triton treasure hunter, diplomat, or arch mage. The battle with the four battle masters depends somewhat on the specific tactics of the enemy:

Bulis

Bulis is a melee attacker who will stick to the first player he engages. If any other player attempts to attack him, that player will be teleported to a location between Thoas and Kaletor. Bulis is only a level 50 with somewhat boosted hit points.

Thoas and Kaletor

Thoas and Kaletor are casters who are surrounded by auras. Thoas's aura will root anyone who ventures into it while Kaletor's is a damage-inflicting aura. The two casters use ranged attack magic for players at distance, and have close-in magic for melee.

Dmitri

Dmitri is a tank whose job is to disrupt archers and casters who are attacking Thoas and Kaletor from long range.

Strategies for this encounter may vary from group to group, but it may be that assigning a strong tank to Bulis, with healing backup, and taking out Dmitri next will leave the two casters vulnerable. Once all four battle masters are defeated, the encounter is over and you'll get credit.

Special Drops

None

Encounter 2-10: The Immortal Imposter

Starting Point
See encounter info

Creatures Involved
Runihura, spitting cobras, and merula harpies

Number of Players
One to four groups

Goal
Defeat Runihura

Special Conditions
None

Credit
Battlegroup

Backstory

Long ago the highest sobekite priest was awarded an artifact called the Ankh of Life by his god, which granted him immortality as long as he kept it on his person and within the confines of the sobekite temple. An apophian priest named Runihura coveted immortality at any price and was determined to acquire the artifact. So, disguising himself as a sobekite, the apophian infiltrated the temple and slew the high sobekite priest. He then rigged the high priest's chamber with deadly traps to ensure his safety if he was ever discovered.

The sobekites eventually determined that he was an imposter, but it was too late. The aphophian's traps kept him safe. Information available from the scholars at the Hall of Heroes indicates that players must slay the sobekite high priest to complete the second trial. Upon his death, the Ankh of Life would resurrect him to face the next trial seekers. Even though the actual original priest has been killed, the sobekite high priests in the Temple of the Sobekite Eternal still offer the trial challenge, hoping to rid the temple of the imposter.

Encounter

First off, find the exit in the Sobekite Eternal dungeon (5.7k, 7k). This takes you outside, through a tunnel on the side of a huge rock. Head to the tunnel at the top and enter the temple to find Runihara.

The encounter with Runihura is complicated by his spike traps, which he uses when players cluster inside the temple. If the player force is not too large, and they are not all inside the temple, the spike traps may be less of an issue. Hiding in the openings in the temple spawns snakes, which attack you. If they kill you, more snakes spawn inside the temple and help Runihura.

The spike traps can pose a problem if the temple area becomes too crowded, but if you space yourselves out well, you shouldn't trigger them. Otherwise, Runihura is not aggressive, so strategically, it's probably best to send a few tanks after him at the center of the temple. Extra tanks should be prepared to handle the snakes called Bane Crawlers, which he summons to protect him. After he has taken some damage, casters and archers can start ranged attacks.

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If Runihura switches targets and goes after a non-tank, it is important that everyone remain calm and stay where they are. If Runihura moves to attack a non-tank in or near one of the corners of the room, the players who were in that corner should try to swap places with the tanks who were engaged in melee combat with Runihura. If everyone scatters when Runihura moves, the spikes will start going off and things will get ugly fast.

Special Drops

Albion	*Hibernia*	*Midgard*
Runihura's Black Pearl Key	*Cauldron of Vivifying Water*	*Cauldron of Vivifying Water*
Cauldron of Vivifying Water	*Runihura's Black Pearl Key*	*Runihura's Black Pearl Key*
Snake-Lord's Runed Hauberk	*Snake-Lord's Runic Vest*	*Snake-Lord's Runed Hauberk*
Snake-Lord's Runed Hauberk	*Snake-Lord's Runed Hauberk*	*Snake-Lord's Runic Hauberk*
Snake-Lord's Runed Vest	*Snake-Lord's Runed Vest*	*Snake-Lord's Runed Vest*
Snake-Lord's Runed Robe	*Snake-Lord's Runed Robe*	*Snake-Lord's Runic Vest*
Serpentine Choker	*Serpentine Sword*	*Serpentine Moon Claw*
Serpentine War Axe	*Serpentine Choker*	*Serpentine Choker*
Serpentine Coffin Hammer	*Serpentine Dire Club*	*Serpentine Great Hammer*

Trial 3

The third trial once required those seeking to complete the trials to locate an underground Atlantean warrior's temple whose entrance was hidden in one of hundreds of caves on the western side of a large rocky gorge. The warrior was equipped with the best armor and weapon that the best Atlantean smiths had to offer and it was enchanted by a legendary Atlantean mage. The mage was the architect of the trial. Most of the caves contained gorgon lairs that were created as part of the trial to look like underground temples similar to the Atlantean warrior's temple. In these temples the gorgons hoarded treasure that they collected from the corpses, now statues, of would-be heroes searching for the Atlantean warrior. A vast network of caves that stretched from one end of the gorge to the other interconnected the lairs.

The Atlantean hero waited in his temple for those seeking to complete the trials to find and challenge him to single combat. His temple had a magical ward placed upon it by a legendary Atlantean mage. The ward served to keep the gorgons and Medusa out of the temple. Finding his temple in the caves was a nearly impossible task because it was impossible to distinguish it from the gorgon lairs.

When the catastrophe that destroyed Atlantis struck, the eastern wall of the gorge collapsed, and the surrounding lands sunk into the earth and were flooded. Many of the gorgons' caves either collapsed or were flooded, but some remained intact and above water. The ward guarding the warrior's temple from the gorgons and Medusa fell. During the catastrophe, a large stone block fell from the ceiling toward the warrior; he tried to jump backward out of its way but, it landed on his legs, crushing them and pinning him to the temple floor.

After the catastrophe had come to an end, Medusa decided to check in on the warrior's temple. She suspected that the magical ward could have fallen and she coveted the living space the temple would provide. On the way to the temple she was pleased to discover that some of the interconnecting caves to other gorgon lairs remained intact, though most were now flooded. She snuck into the temple and discovered the warrior on his back, legs crushed under the block, barely breathing and clutching a sword to his chest. The warrior raised his sword to attack but Medusa grabbed the blade and ripped it from his feeble grasp. Medusa then gazed into the warrior's wide staring eyes turning him to stone. The temple was hers.

The trial required those attempting to complete it to defeat nine challenges before facing the warrior in his temple. Completing those nine challenges awarded an adventurer with a certain degree of resistance against Medusa's deadly glare, helping them evade her to locate the warrior's temple. The legendary Atlantean mage who selected the nine challenges then wove a spell for each that would be cast upon any adventurer who met and defeated them.

Winning a battle to the death inside of the temple after completing the nine challenges was victory over this trial. The Atlantean warrior was resurrected each time he was defeated, but those who faced him and lost were not. But now that the warrior is dead and not coming back, destroying Medusa is the only way to achieve victory.

Encounter 3-1: Moirai the Shielded

Starting Point
Temple of Twilight: 30.6k, 14.6k

Creatures Involved
Moirai, minions, summoned cobra

Number of Players
Two to three groups

Goal
Kill Moirai

Special Conditions
None

Credit
Battlegroup

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Backstory
Moirai is the head of a coven of sorts. She is the oldest of the gorgons still alive in the cavern temples and shares her lair with several other gorgons whose lairs were destroyed during the destruction of Atlantis.

Encounter
Moirai has many gorgons living near or in her lair, and they act as guards, protecting the lair from any intruders. You must fight past these gorgons to reach Moirai's room. Moirai is guarded by three minions who will attack anyone who attacks her. She is also protected by a pulsing shield, which prevents anyone from causing her damage. She can be attacked, but all damage is absorbed by the shield.

You must fight the minions first. When they reach 50 percent health, they run to Moirai and use her shield to heal themselves. Each time they do so, the shield weakens and shrinks. When this happens six times, the shield disappears and Moirai becomes vulnerable to attack.

Moirai has some nasty abilities:

- *She can summon a cobra, which will attack whoever is attacking her and fight until one of them dies.*
- *She can summon fiery explosions that surround her and do PBAoE fire damage.*

Special Drops
One of nine runic powers

Encounter 3-2: Kepa the Sickened

Starting Point
Temple of Twilight: 52.9k, 11k

Creatures Involved
Kepa, Moughart, and triton bodyguard

Number of Players
Two to three groups

Special Conditions
None

Goal
Kill Kepa

Credit
Battlegroup

Backstory
Kepa lives alone and does not share her cave with other gorgons. She has been poisoned/weakened by a triton who attacked her long ago, but she doesn't want to admit that she is in a weakened state, fearing that Medusa will take the runic power from her and kill her.

Encounter
When you first locate Kepa, she is neutral and you can speak to her. She tells you the whole sad story of how the triton poisoned her and about the priest Moughart who prepared the poison. She'll ask you to go kill the priest for her in exchange for the power you seek. You really have no choice at this point but to accept the quest.

Moughart spawns at one of the three main faction triton camps, which can be found in Mesothalassa at approximately 6k, 21k; 48k, 20k; and 38k, 48k. While not as tough as the gorgons, Moughart and his bodyguards can provide some challenge.

Moughart is sort of an unpleasant enemy. He likes to disease his attackers and may, from time to time, specifically target healers. Once he has diseased a player, he will switch to another and let his bodyguards attack the ones already diseased. Moughart also creates air bubbles that spam roots and DDs. These air bubbles can be targeted and killed.

Once you have killed Moughart, return to Kepa and tell her. But don't expect honor from a gorgon. Now that she is back at her full strength, her gratitude is short-lived. She gives you one minute to prepare or run away. If you stay, you have to fight her for the reward.

One of her main abilities is to create a cloud that heads for a specific attacker and does an AoE stun and causes AoE DD to nearby players.

Special Drops
One of nine runic powers

Encounter 3-3: Casta the Earthshaker

Starting Point
Temple of Twilight: 46.8k, 12.2k

Creatures Involved
Casta

Number of Players
Two to three groups

Special Conditions
None

Goal
Kill Casta

Credit
Battlegroup

Backstory
Casta is extremely distrustful of all other gorgons and has refused to share her lair with other gorgons who lost their homes in the catastrophe, even going so far as to slay some of the refuge gorgons who attempted to enter her temple. She agreed to guard one of the runic powers for Medusa only because she feared that Medusa would slay her if she refused.

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Encounter

Casta has several artifacts she has gathered over her time in this realm. One of these is a special necklace that makes her immune to all ranged attacks. This can be nullified if someone hits her with crushing or slashing damage. Every time she is hit, there is a chance that the necklace will chip. If the necklace is chipped twice, it will shatter, making Casta vulnerable to ranged attacks.

Casta also has two bracelets that work together to give Casta temporary immunity to a specific type of damage. When she is hit, the bracelets absorb the power of the damage and give her seven seconds of high resistance to that kind of attack. After seven seconds, the bracelets once again absorb damage and give her protection from the next type of damage.

Casta's two rings also give her special attack abilities. One casts a long distance root that also does very high cold damage. The other sends an AE bolt spell that does direct damage within a small radius around her target.

Needless to say, you must kill Casta to gain her power.

Special Drops

One of nine runic powers

Encounter 3-4: Laodamedia the Furious

Starting Point
Temple of Twilight: 56k, 12.1k

Creatures Involved
Laomadedia, Deidamia, Lokaste, Prokne

Number of Players
Two to three groups

Special Conditions
You must fight several gorgons in sequence

Goal
Kill all the gorgons

Credit
Battlegroup

Backstory

Like many of the gorgons, Laodamedia had her lair destroyed in the catastrophe that wrecked Atlantis, but she quickly found a new home, slaying the gorgon who lived there. However, other gorgons desired her lair, so she was forced to defend it frequently. Even now, there are gorgons who have their eye on Laodamedia's home. When Medusa came and asked Laodamedia to guard a bracelet for her, Laodamedia was tempted to try to kill Medusa to prove that she is the strongest of all gorgons, but decided that would be unwise.

Encounter

Killing Laodamedia is the first part of this encounter, because, once she dies, three more gorgons will come to claim the lair. When they appear, the gate will lock and you must defeat them to complete the encounter.

Laodamedia attacks in flurries. She has a 50 percent chance of generating a poison DD proc throughout the battle. When she is hit with thrusting, crushing, or slashing damage three times in a row, she is goes into a frenzy, which effectively speeds up her attacks and increases the likelihood of her pulling off double attacks, and, as a result, also causes the poison proc to fire more often.

To avoid this frenzy state, mix up the damage types dealt to her in melee. However, just because she's a bad-tempered gorgon, she can go into a frenzy anyway from time to time.

Once Laodamedia is killed, the three other gorgons appear, and each has her own unique abilities as well.

Deidamia summons cobras to do her fighting and mezzes nearby attackers.

Lokaste melees quite hard and has an extremely high chance per hit to stun players for three seconds.

Prokne has a chance to cast a high damage DoT spell on players, and she will switch targets, poisoning as many people as possible.

Defeat all three gorgons to complete the encounter.

Special Drops

One of nine runic powers

Encounter 3-5: Antioos the Deceitful

Starting Point
Temple of Twilight: 37.6k, 10k

Creatures Involved
Antioos, triton shaman, gorgon snakekeeper, and all gorgons inside dungeon, pregnant cobra

Number of Players
Two to four groups

Special Conditions
None

Goal
Kill Antioos

Credit
Battlegroup

Backstory

Antioos is deceitful and treacherous. She was sneaky enough to slay several gorgons who attempted to take her lair from her after the catastrophe. Medusa was impressed by Antioos's ability to defend her lair and thus entrusted her with one of the runic powers. Of course, Antioos agreed to take it, knowing that Medusa would slay her if she refused.

Encounter

When you first find Antioos, she offers you a deal, and if you agree to help, she gives you a quest to find three items in exchange for the runic power you seek. The items are: one cobra egg, an ancient Atlantean sword, and a triton shaman necklace. You must find these three items (in any order) and bring them back to Antioos.

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To find the cobra egg, find gorgon snakekeepers. These gorgons spawn cobras around them, and every now and then a pregnant cobra spawns. Kill the pregnant cobra at the right time to get a cobra egg.

To get the ancient Atlantean sword, kill any of the gorgons in the surrounding areas. They randomly drop the item. For instance, try the area around 30k, 20k. You may also find the snakekeepers in this area.

Look for the triton shamans in Mesothalassa, among the triton camps (6k, 21k; 48k, 20k; or 38k, 48k). There is a 50 percent chance the necklace will drop when you kill the triton shamans.

By now you should know that you can't trust a gorgon, and Antioos is no exception. When you return with the items and give them to her, she not only refuses to keep her word and grant you the runic power, but she uses the cobra egg to create a very powerful giant cobra, which she sics on you. Now, you have a choice. If you concentrate on Antioos, you can kill her to complete the encounter, but once she gets to 25 percent health, she causes the giant cobra to spawn a bunch of smaller cobras (actually 10) that are still at level 65. Now you will have to finish her off with the giant cobra and all its buddies.

You get credit for the quest if you kill Antioos, even if you are wiped out after that by the cobras. So, you can either take on the cobra and try to kill it before Antioos, or you can concentrate your efforts on the gorgon and possibly die completing the encounter.

Special Drops
One of nine runic powers

Encounter 3-6: Glowing Barracuda

Starting Point
Temple of Twilight: 19k, 23k

Special Conditions
None

Creatures Involved
Bonerending barracuda

Goal
Kill the glowing barracuda

Number of Players
Two to three groups

Credit
Battlegroup

Backstory
When you first entered the dungeon, you may have encountered a triton treasure hunter who told the story of a giant whale shark and of lost companions. If you find the triton treasure hunter, he tells you about how the nearby barracuda are acting strangely and how one of them seems to be glowing. It seems that Medusa has given part of the runic power to the barracuda.

Encounter
Find the glowing barracuda and kill it. The glowing barracuda will mez targets as energy from the runic power shoots out of him into the player he mezzes. After mezzing someone, he orders his minions to attack that player, then switches targets. He keeps doing this until either he dies or you do. This is a pretty straightforward encounter, however. Just kill the glowing barracuda. It may be easier said than done, but there's no mystery to it.

Special Drops
One of nine runic powers

Encounter 3-7: Shraogh the Feared

Starting Point
Oceanus Notos: approx. 17k, 60k

Special Conditions
None

Creatures Involved
Shraog

Goal
Kill Shraogh

Number of Players
Two to three groups

Credit
Battlegroup

Backstory
The triton treasure hunter just at the entrance to the dungeon explains that Shraogh swam by and scared him into hiding. Shraogh is a fearsome whale shark who the triton thought was merely the subject of stories and legends until he saw him with his own eyes. From the triton you learn that killing Shraogh will be next to impossible unless you can find a darid gremna eel stomach, which you can use to poison the great monster and weaken him.

Encounter
Shraogh is a level 80 mob with a lot of hit points and power. He can switch targets and charge, but otherwise he's a fairly standard melee shark-type mob. He can be beaten without using the eel stomach poison, but it is easier with it because the poison instantly drains half Shraogh's health and weakens his attacks.

To find the eels that drop the stomach to use for the poison, look around 36.6k, 28k. Shraogh himself can sometimes be found in Oceanus Notos, somewhere around the entrance to the Temple of Twilight (around 17k, 60k) or in the temple itself. Defeat Shraogh, however you go about it, to complete the encounter.

Special Drops
One of nine runic powers

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Encounter 3-8: Runic Sting Ray

Starting Point
Temple of Twilight: 26k, 36k

Special Conditions
None

Creatures Involved
Sting rays

Goal
Kill the sting ray

Number of Players
Two to three groups

Credit
Battlegroup

Backstory
Medusa gave one of the runic powers to a sting ray. You'll have to find it and kill it.

Encounter
When you attack the glowing sting ray, it sends all the other sting rays in the area to attack that player. To make this all the more difficult, once the rays are gathered in the attack, the runic power can pass from one to another, requiring you to switch targets to complete the encounter.

However, if you destroy all the other sting rays, they do not respawn immediately, leaving the glowing one alone and simplifying the encounter. Using a strong PBAoE is one way to accomplish this, because all the rays cluster in one place. Destroy the glowing sting ray to complete the encounter.

Special Drops
One of nine runic powers

Encounter 3-9: Sinovia

Starting Point
Temple of Twilight: 49.9k, 26.3k

Special Conditions
None

Creatures Involved
Sinovia and clinging octopus

Goal
Kill Sinovia

Number of Players
Two to three groups

Credit
Battlegroup

Backstory
Sinovia is a large, aggressive octopus dwelling in an underwater cave in the Temple of Twilight. Medusa simply gave the power to Sinovia knowing that the octopus would attack anyone who approached.

Encounter
Sinovia has a few abilities, one of which is the ability to "grab" players and pull them toward her. When she does this, you are teleported a short distance toward her, at which point she casts a lifetap that takes a good amount of your health. She can't use this ability at long distance.

Sinovia can also spawn clinging octopi that can attack players farther away, but these are weaker versions and basically ordinary melee mobs. Defeat Sinovia to complete the encounter.

Special Drops
One of nine runic powers

Encounter 3-10: Medusa

Starting Point
Temple of Twilight: 60.6k, 12k

Number of Players
Five or more groups

Creatures Involved
Medusa, Medusa's fire trap, poison trap, root trap, cobra trap, superior and minor magebane statues, superior and minor shieldbreaker statues, superior and minor lifebane statues, treasure guardians

Special Conditions
None

Goal
Kill Medusa

Credit
Battlegroup

Backstory
Medusa is the legendary gorgon who serves as the ultimate test of any would-be warrior who wants to attain Master Level 3.

Encounter
You must complete the other nine encounters to complete this one. If you attempt to kill Medusa without gaining all nine of the runic powers, she will turn you to stone and kill you. In any event, even if you were to succeed in killing Medusa without completing the other encounters, you would not get credit for completing the trial.

Medusa has the following abilities:

- *She can turn players without the full runic power to stone and kill them.*
- *She has set up four different traps in her room. Each one is marked by a square pattern on the tiled floor. She announces this at the beginning of combat. If players step on any of these square areas, the trap will activate and do its designated damage/job. The four traps are:*

  ***Fire Trap:** If someone steps on the tiles that trigger this trap, it does AE fire damage to anyone in the small radius of tiles.*

  ***Poison Trap:** If someone steps on the tiles that trigger this trap, it does AE poison damage to anyone nearby.*

  ***Root Trap:** If someone steps on the tiles that trigger this trap, it casts an AE root to anyone in the small area of the trap. There is no immunity and it can land multiple times in a row on players if it is constantly set off.*

  ***Cobra Trap:** If someone steps on the tiles that trigger this trap, it spawns one cobra and sends it attacking the player who triggered the trap. This cobra will stick to this player until the player is dead, or the cobra itself dies.*

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These traps are constantly on during the fight, and will not turn off unless Medusa is killed.

- *Medusa can also disengage from combat and run a straight line down through the temple, passing over all the traps. Any players stuck to her will end up walking through each trap, so keep on your toes about disengaging from her.*
- *Medusa also can activate the dormant statues surrounding the walls of the room. Each statue has a specific target class to kill. The magebane statues will go after caster classes. The shield-breaker statues go after melee classes, and lifebane statues go after only healing classes. She may or may not use this ability, but if there are 15 or more of a certain type of attacker, she will definitely use this ability to attack that type of character. So if there are a lot of casters, she will activate the magebane statues. If there are a lot of melee classes, she'll activate the shieldbreaker statues, and so forth.*

In addition to the various challenges that Medusa provides, you will need to be aware of the treasure guardians, who will aggro if you get within their range. Once they aggro on a player, they will stick to that player until one of them dies.

If you successfully destroy Medusa, you complete Trial 3.

Special Drops

Medusa drops the following:

Albion	***Hibernia***	***Midgard***
Cauldron of Vivifying Water	*Cauldron of Vivifying Water*	*Cauldron of Vivifying Water*
Petrified Key	*Petrified Key*	*Petrified Key*
Petrified Robe	*Snakeskin Robe*	*Petrified Vest*
Robe of Demise	*Petrified Robe*	*Vest of Demise*
Petrified Jerkin	*Petrified Jerkin*	*Petrified Jerkin*
Studded Terror	*Snake Tooth Vest*	*Studded Terror*
Linked Vest of Blindness	*Linked Vest of Blindness*	*Linked Vest of Blindness*
Snake Scale Hauberk	*Snake Scale Vest*	*Snake Scale Hauberk*
Hammered Metal Vest		*Hammered Metal Vest*
Snakeskin Robe		

Trial 4

Encounter 4-1: Colossal

Starting Point
Stygian Delta, random locations

Creatures Involved
Terkari, iaculi blood, baby scorpion, adolescent scorpion, mature scorpion, giant scorpion, scorpion drone, Colossal

Number of Players
One group

Goal
Kill Colossal

Special Conditions
Colossal must spawn

Credit
Group

Backstory

Colossal was born a ordinary scorpion. When he swallowed the artifact, it changed and mutated him. He became larger, stronger, and even more intelligent. It also made him realize he could no longer live among the other scorpions and he became reclusive.

Encounter

The goal of this encounter is to kill the uber scorpion, Colossal. Here's how Colossal comes into being:

Baby scorpions spawn like other creatures, gathering in one of four locations around the Stygian Delta. But once every minute, the baby scorpions have a 15 percent chance to grow into a young scorpion, which then has a 10 percent chance per minute to become an adult scorpion. Adults have a three percent chance to become a large scorpion every two minutes, or a two percent chance to become Colossal, if Colossal is not already present in the area. There can be up to 30 baby, 16 young, 16 adult, or 16 large scorpions in the entire zone at one time, and up to four Colossals.

Baby scorpions eventually turn into adolescent scorpions, continuing to grow until they become an adult scorpion, which is around level 49. Adult scorpions can become giant scorpions (level 52). If you kill up to 10 adults, there is a chance to spawn three giant scorpions or Colossal, the named scorpion you're after. If the three giants spawn, kill them and Colossal will spawn. Kill Colossal to complete the encounter.

Special Drops

Bloodstone (used in Encounter 4-7)

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Encounter 4-2: Fortress of Storms

Starting Point
Land of Atum: 48k, 8k (Seti's location)

Creatures Involved
Seti, setian chaos priest, setian thunder trooper, setian tremorling, setian laborer, setian stormlord, setian sandstrutter, setian desert scout, setian warrior, setian sandscryer, setian saut

Number of Players
Five or more groups

Goal
Kill Seti the Pharaoh

Special Conditions
None

Credit
Battlegroup

Backstory

Seti the Pharaoh is the current ruler of all the setians and is very well protected by his followers. He also possesses the Storm Crystal, which is a device players need to complete Encounter 4-7.

Encounter

The goal of this encounter is to kill Seti the Pharaoh. Lightning effects play over the area when Seti has spawned. If Seti is not at home, then there will be no lightning effects and you can't begin the encounter. As soon as Seti does spawn, however, he populates all the areas critical to the encounter.

Killing Seti is easier said than done. This complex encounter involves Seti's fortress, three outlying forts and several setian camps. The fortress, forts, and camps are all interlinked in several ways. Attacking the fortress without dealing with the forts and camps causes each fort to send 30 reinforcements and each camp to send 10. If you attack a fort, the camps send reinforcements. So the order to deal with this is camps first, forts next, and fortress last, unless you want to try to take on the fortress and its contingent, plus 120 reinforcements in an epic battle.

The situation is somewhat more complex, however. When you attack a camp, for instance, each setian you kill sets a fire upon its death. This fire represents damage to the camp, and the fort automatically sends out laborers to put out the fire. In essence, when the fire is put out, it "repairs" the camp and respawns a defender. You must not only take out all the setians, but prevent the laborers from putting out the fires. If you succeed, the camp is out of business.

Once you take out the camps associated with a particular fort, then you can take out the fort. Like the camps, dying setian defenders cause fires to break out and laborers come from the fortress to begin repairs. You must take out everything in the fort to deactivate it and prevent it from defending the fortress when the time comes. The only exceptions are the saut, which respawn every 10 minutes and can be ignored for the purpose of inactivating the fort.

The fortress works very much like the camps and the forts in that killing certain of its defenders causes fires to start and laborers (up to 10 at any time) to begin repairs. The fortress also sends laborers to repair the forts, even after you have finished with them. Each time a fire is put out in the fortress, laborers leave to repair the forts.

Ultimately, your goal is to get to Seti and kill him, but strategically, you may have to have a large force split into different tasks. One section should prevent laborers from repairing the forts and camps. The other section should, once the forts are all down, begin the attack on the fortress. Once you kill Seti, you have completed the encounter.

Special Drops

Storm Crystal (used in Encounter 4-7)

Encounter 4-3: Sekhmet's Roar

Starting Point
Land of Atum (varies) Tutankhsekhmet wanders and can be found all across the zone.

Creatures Involved
Tutankhsekhmet, sacred lion, loosely the mausekhmet

Number of Players
One group

Goal
Kill Tutankhsekhmet and obtain the Eye of Ra

Special Conditions
Use the jeweled khepri scarab to minimize losses

Credit
Group

Backstory

The mausekhmet worship Sekhmet, a goddess of fire, war, and felines. These worshippers believe that there are certain lions above all others that are sacred to her, and it is believed the leader of the pride is a form of avatar of Sekhmet, a reminder to the mausekhmet that their patroness still watches over them. They call that lion Tutankhsekhmet or the "Living Image of Sekhmet." The mausekhmet believe that to harm any of the sacred lions is a sin, and that if anyone should harm Tutankhsekhmet they will incur the wrath of the goddess herself.

Encounter

Tutankhsekhmet wanders all around the Land of Atum. Through her wanders she occasionally picks up or leaves behind various sacred lions. As a result, the composition of her group will vary. If any of the mausekhmet are nearby when these lions are attacked, there is a chance that the mausekhmet will help. Likewise, if the mausekhmet are attacked and the lions are nearby, there is a chance they will help. If Tutankhsekhmet is killed, a rain of fire called "Sekhmet's Roar" will crash down on the player who killed her with an area effect that damages nearby players, regardless of faction. This lasts for several seconds and can be enough to kill many players. This rain of fire can be prevented, however, by having the jeweled khepri scarab in inventory. Get this rare drop from the mausekhmet nomads. The scarab prevents the "Eye of Ra" from finding them, thereby protecting them from Sekhmet's Roar. Then the Eye of Ra will drop to the ground, which completes the encounter. The Eye of Ra is needed for Encounter 4-7.

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Special Drops
Eye of Ra (used in Encounter 4-7)

Encounter 4-4: Mausekhmet

Starting Point
Land of Atum; various locations

Creatures Involved
Mausekhmet priest, mausekhmet nomad, miw shersekhmet

Number of Players
One to three groups

Goal
Obtain a Radiant Sunstone

Special Conditions
Miw shersekhmet must be present

Credit
Battlegroup

Backstory
The mausekhmet are a nomadic warrior tribe of lion-headed people. They worship Sekhmet, the goddess of fire, war, and lions. Among them live especially sacred women called miw shersekhmet, who only appear after a tribe of the mausekhmet has grown sufficiently numerous.

Encounter
There are up to six tribes of the mausekhmet in the Land of Atum at any given time, and any of these tribes may spawn the miw shersekhmet that drops the Radiant Sunstone. However, if left unimpeded, each tribe can grow to as many as 59, and the miw shersekhmet tend to remain in the center of the group. The group sets up camp, spawns a few new members, and then moves on to locate a new camp approximately every 10 minutes.

The miw shersekhmet drops a Radiant Sunstone approximately 10 percent of the time, so it may be necessary to attack mausekhmet settlements more than once. However, in a fully populated camp, there can be as many as 10 miw shersekhmets. If they are all killed, they will not respawn until the tribe moves and sets up a new camp.

Special Drops
Radiant Sunstone (used in Encounter 4-7)

Encounter 4-5: The Sand Jann

Starting Point
Land of Atum: 36.8k, 50.6k

Creatures Involved
Jamaluddin, whirlwinds of sand, small tornados

Number of Players
Two to three groups

Goal
Kill Jamaluddin the Dao

Special Conditions
None

Credit
Battlegroup

Backstory
Back in the ancient days, Atlanteans had captured several djinn from the various tribes to use in the trials. Creatures of the elements, they each have unique powers. After the cataclysm, Jamaluddin and other djinn escaped.

Encounter
Jamaluddin is a dao, so he generally dabbles in the earthlike abilities. He has the ability to shapeshift into a whirlwind of sand, and when he does, he appears to be just like any of the other whirlwinds of sand in the area. He can also summon whirlwinds and tornados. The whirlwinds swarm over Jamaluddin's selected target while the tornados move around causing direct damage in the area they move through for a short period. In addition to his summoning powers, he can DD, mez, and cast other spells. He has a tendency to mez healers, so it may be useful to have someone who can counter the mez effects.

One possible strategy is to get the swarming whirlwinds around a player and PBAoE them to reduce their effect, but Jamaluddin can summon without restrictions, so he may call in more of them. Kill Jamaluddin to complete the encounter.

Special Drops
Gem of Absorption (used in Encounter 4-6)

Sandstone (used in Encounter 4-7)

Encounter 4-6: The Ghillan

Starting Point
Land of Atum: 15.3k, 23.5

Creatures Involved
Oukesson the Ghillan, energy mines

Number of Players
Two to three groups

Goal
Kill Oukesson the Ghillan

Special Conditions
Use the Gem of Absorption

Credit
Battlegroup

Backstory
Oukesson wanders the area around the pyramid in the Land of Atum; he wanders alone. He is a genie who can clone himself. Like Jamaluddin, the Ghillan is one of the djinn who have forgotten their roles in the trials. The Ghillan tribe of djinn are made up of the elements from the earth, specifically the desert.

Encounter
The key to this encounter is to prevent Oukesson from using his cloning ability, which allows him to make an exact copy of himself, complete with all stats and abilities. The first time he is hit, he clones himself. Only the original Oukesson will clone himself every time. The clones themselves have a very small chance of cloning again. He can clone himself up to 10 times, meaning that you'd be fighting 11 Oukessons if the battle goes on too long and you do not stop him.

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To make matters worse, if he does reach the maximum of 10 clones, they also start healing each other, which effectively means you're sunk. The only way to prevent Oukesson from cloning himself is to use the Gem of Absorption, which is obtained in the previous encounter (4-5). Each time the gem is used, it prevents Oukesson from cloning himself for 12 seconds. The gem's timer is six seconds, so it can be used repeatedly, but it must be used quickly before the genie can create a copy.

Oukesson and each of his clones have some nasty abilities, as well. They can lay two kinds of mines. The first will aggro on nearby players and explode, doing PBAoE damage. The second will look for casters and home in on them, exploding when they get near.

So, as stated previously, the key to this encounter is to kill Oukesson quickly and prevent him from cloning. It might be helpful to have several of the gems.

Special Drops
Crystallized Ghillan Eye (used in Encounter 4-7)

Encounter 4-7: Portal Awakening

Starting Point
All Stygia along the river

Creatures Involved
Sobekite khem rager, securas crocodiles

Number of Players
One group

Goal
Open the portal to the pyramid

Special Conditions
The six statues of Sobek must be activated; players must be present for at least one activation to receive credit

Credit
Group

Backstory
The Pyramid of Atum holds the key to the activation of a secret portal. However, the portal will not appear until the six statues of Sobek have been activated. The portal opens the way to the mother of all iaculi, Daehien.

Encounter
There are six statues in likeness to the god Sobek along the river in Stygia. All six must be activated to open the portal at the top of the pyramid in the Land of Atum. Although you don't have to be present for all six activations, you must be present at one of them to receive credit for this encounter. When you approach each statue, a small group of crocodile guardians attacks. Once you have taken care of them, you can activate each statue by using the appropriate objects as keys, all obtained in the previous six encounters:

Encounter 1: Bloodstone

Encounter 2: Storm Crystal

Encounter 3: Eye of Ra

Encounter 4: Radiant Sunstone

Encounter 5: Sandstone

Encounter 6: Crystallized Ghillan Eye

The portal leads to Daehien, an uber cobra. But that's the subject of the next encounter….

Special Drops
Pyramid Key

Encounter 4-8: Blood Iaculus

Starting Point
Stygia Delta: approx. 58k, 13k

Creatures Involved
Daehien, cerabo iaculus

Number of Players
One to two groups

Goal
Kill Daehien

Special Conditions
Open the portal in Encounter 4-7

Credit
Battlegroup

Backstory
Daehien is simply the most uber of the cobra-like iaculi, and the portal was meant to lock her away from the world of mortals for eternity. By opening the portal, brave (or foolish) adventurers risk death to prove themselves worthy of the trials. Death comes quickly and easily in Daehien's Pit!

Encounter
Timing is everything in this encounter. You can take as long as you want to buff up and prepare for battle, but once you step forth into the pit, you are committed. If you come within 200 units of one of the iaculi, the creature will nuke you hard and could kill you. But there is a way.

The secret is to find a hidden path through the iaculi writhing around Daehien. Once you make it to Daehien, the remaining iaculi form a ring around you and prevent anyone from leaving. It's then a battle to the death between you and Daehien. Daehien has a 700-unit engage radius and can super nuke you if you retreat.

Special Drops
Blood of Daehien

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Encounter 4-9: Oasis of the Marid

Starting Point
Land of Atum: 22.5k, 32.2k

Goal
Kill Gaurmaes

Creatures Involved
Gaurmaes, tornado

Special Conditions
Use the Blood of Daehien

Number of Players
Three to four groups

Credit
Battlegroup

Backstory

The marid called Gaurmaes once defeated Daehien and locked her in the pit, sealing her behind the portal atop the pyramid. He keeps silent and does not appear often in the world, except to ensure that the portal is intact and Daehien is still entombed. He holds the key to the pyramid.

Encounter

Under ordinary conditions, Gaurmaes may appear briefly, but he will not stay around long. If he is attacked, however, he will stay and fight. To get him to spawn, bring the Blood of Daehien and use it at the base of the pyramid's entrance. This brings him running!

Once you engage Gaurmaes, be prepared to deal with the tornados he summons. These tornados can do constant damage to any player trapped within them, so adequate healing may be necessary to keep them alive. Among her attacks are a lightning nuke and summoned whirlwinds that do continuous AE damage.

Special Drops

Marid's Figurine

Encounter 4-10: Martikhoras

Starting Point
Great Pyramid

Goal
Kill Martikhoras

Creatures Involved
Martikhoras, corrupt sphinx

Special Conditions
You need Marid's Figurine

Number of Players
One to three groups

Credit
Battlegroup

Backstory

Martikhoras used to be a sphinx who guarded the keeper of the Fourth Trial, a scorpion "goddess" who had a specific taste for trial seekers (she would eat them if they failed). However, after Atlantis fell, Martikhoras (whose original name even he has forgotten) grew bored with his post (something extremely unusual for a sphinx). Betraying everything he represented, Martikhoras ended up killing the trial keeper and drinking her blood. The magical properties of her blood mutated Martikhoras into something part sphinx, part scorpion…known in mythology as a manticore. He has also claimed the pyramid as his temple and lair. He thinks the trial no longer works, but what he doesn't know is that the Atlanteans allowed for certain contingency plans and that he has become the qualifier for the trial.

Encounter

The goal of the encounter is to kill Martikhoras. However, he's very high level, has a variety of attacks, and is very resistant to all types of damage because his carapace is of both a physical and magical nature. You have to be creative in your approach to Martikhoras.

Along with Martikhoras, there are six corrupt sphinxes in the room, but you should be able to clear them out quickly. As for Martikhoras, that's another story.

The secret is to beat down the obelisks, causing them to fall on Martikhoras. For each obelisk that falls on him, he will take some damage, and his resistances will be somewhat reduced. Each successive obelisk to hit him does more damage and lowers his resistances by a greater amount. If all four of them hit him, he'll be very hurt and vulnerable to all attacks.

When you first face him, he is 95 percent resistant to everything. For each obelisk that falls on him, he becomes less resistant. If all four obelisks fall on him, he becomes only five percent resistant to everything.

The problem is that the falling obelisks are not guaranteed to hit him. There are only certain places where the obelisks will hit. One is in the center of the room. The other positions correspond with specific obelisks. Getting him to the other positions under the obelisks should be fairly obvious.

Because Martikhoras does not start in the center of the room, one of the first challenges is to move him into a vulnerable position, then start dropping obelisks on him. For each successful hit, you will get a message saying that he has been hit. You will also get a broadcast if you miss.

Special Drops

Albion	*Hibernia*	*Midgard*
Dust of Creation	*Dust of Creation*	*Dust of Creation*
Filth Encrusted Key	*Filth Encrusted Key*	*Filth Encrusted Key*

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Trial 5

Preservation of the body was an essential part of ancient Egyptian funerary practice. Without the body, the "ka" could not return to find sustenance, and if the body was decayed or unrecognizable, then the ka would go hungry and the afterlife of the deceased would be jeopardized. Mummification was therefore dedicated to the prevention of decay. Each part symbolized a part of the "ka" and was protected by an Egyptian demi-god. For the purposes of the canopic encounters (the first four in this trial), you will not fight these gods directly. The images you will fight are echoes (or spirits) of the represented god.

Encounter 5-1: Canopic Jar—Intestines

Starting Point
Necropolis: 19.7k, 25.4k

Goal
Defeat Qebehsenuef

Creatures Involved
Echo of Qebehsenuef, Necropolis explosion

Special Conditions
Mirrored on Uat and Anubite sides

Number of Players
One group

Credit
Group

Backstory

Qebehsenuef was the falcon-headed god who protected the intestines. His cardinal point was west.

Encounter

When you go up against Qebehsenuef, be prepared to do some healing, fast. This god can nuke the entire room, causing around 800 points of damage, and he'll try to do this every 30 seconds. One secret to defeating him is to keep hitting him and hope to disrupt his spell casting. Get a lot of players on him, preferably those with fast attacks.

Special Drops

Canopic Jar—Intestines (to be used against Ammut)

Encounter 5-2: Canopic Jar—Stomach

Starting Point
Necropolis: 32.6k, 36.1k

Number of Players
One group

Creatures Involved
Echo of Duamutef, summoned scarab

Goal
Defeat Duamutef

Special Conditions
Mirrored on Uat and Anubite sides

Credit
Group

Backstory

Duamutef was the jackal-headed god who protected the stomach. His cardinal point was east.

Encounter

Duamutef has the ability to turn himself into a group of scarabs, during which time he will heal himself. This happens on the 42nd time he is hit, and every 42nd hit after, he returns to his normal form. One possible strategy is to use slower, harder-hitting attacks to reduce the number of actual hits it takes to bring him down. The scarabs last for 30 seconds, and during that time, killing any scarab does 200 points of damage to Duamutef.

Special Drops

Canopic Jar—Stomach (to be used against Ammut)

Encounter 5-3: Canopic Jar—Lungs

Starting Point
Necropolis: 19.7k, 16.2k

Goal
Defeat Hapy

Creatures Involved
Echo of Hapy, scarabs

Special Conditions
Mirrored on Uat and Anubite sides

Number of Players
One group

Credit
Group

Backstory

Hapy was the baboon-headed god who protected the lungs. His cardinal point was north.

Encounter

Like Duamutef, Hapy seems to respond to being hit, but instead of turning into a horde of scarabs, he creates 12 mirror images of himself, each of which fights just like Hapy. However, these clones disappear within 30–120 seconds, and they can be killed if hit 3 or 4 times in a row. You don't have to kill the clones, because they will disappear eventually, but doing so reduces the amount of healing Hapy gets during the time they are up, and each one you kill causes a little damage—50–100 points—to the real Hapy. Fighting Hapy is pretty straightforward, although he does get an attack bonus and extra hit points for his level (70).

Special Drops

Canopic Jar—Lungs for use against Ammut

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Encounter 5-4: Canopic Jar—Liver

Starting Point
Necropolis: 8k, 16k

Goal
Defeat Imsety

Creatures Involved
Echo of Imsety, summoned lions

Special Conditions
Mirrored on Uat and Anubite sides

Number of Players
One group

Credit
Group

Backstory
Imsety was the human-headed god who protected the liver. His cardinal point was south.

Encounter
When attacked, Imsety will summon lions from Stygia to protect him. These lions are level 60 mobs with increased hit points, but otherwise, they have no special attacks. Imsety is otherwise a normal level 70 mob who can be taken out with melee and/or spell attacks.

Special Drops
Canopic Jar—Liver for use against Ammut

Encounter 5-5: Mirror of Ra

Starting Point
Necropolis: 4.8k, 10k

Goal
Give the mirror to the Light of Ra

Creatures Involved
Gorgons, Cau Surae, Light of Ra

Special Conditions
Obtain a Mirror of Ra from a gorgon in Aerus

Number of Players
One group

Credit
Group

Backstory
It was said that Ra traveled each day in his solar barque through the sky, starting in the morning. At night, Ra journeyed through the underworld in another barque. And each night, the monster Apep would try to prevent the sun-god from emerging again—the eternal battle between light and darkness. The gods Seth and Mehen accompanied him and were often depicted defending Ra's barque.

Encounter
To complete this encounter, you must first obtain a mirror dropped by one of the gorgons in Aerus, then go to the Necropolis and give the mirror to the Statue of Ra. However, in order to reach the statue, you will have to fight two huge black crocodiles called Cau Surae.

When you give the mirror to the statue of the Light of Ra, that light will be directed into the Necropolis, weakening Ammut's power for one hour.

Strategically, what this means is that, although you can kill the Cau Surae at any time to gain access to the statue, you probably should wait until you're ready for the final encounter (5-10) before giving the mirror to the statue.

Special Drops
None

Encounters 5-6, 5-7, and 5-8: To Become a Mummy

Starting Point
Necropolis

Goal
Obtain items and become a mummy

Creatures Involved
Bound saubak, bound zauemia ruinetu

Special Conditions
Mirrored on Uat and Anubite sides

Number of Players
One group

Credit
Group

Backstory
After the deceased had been placed into the tomb and sealed up, it was thought that Anubis would lead them to the afterlife, along with another god, Upuaut. The two are very similar, though Upuaut was also another ancient jackal or wolf god, appearing on the Narmer palette. He was not just a god of the dead, but he was a warrior god who opened the way to victory for the pharaoh.

The "Opener of the Ways" helped Anubis guide the dead to the Halls of Ma'ati. It was here that Anubis, as "He Who Counts the Hearts," watched over of the weighing of the heart and the judging of the deceased. It was his duty to see that the beam of the scales was in its proper place, and that the weighing was done correctly. He would then pass judgment on the deceased and Thoth would record the pronouncement. Anubis would protect the innocent from the jaws of Ammut, but would give the guilty to her to meet the final death.

Encounter
For the purposes of this trial, the followers of Anubis and Upuaut are at war. To complete it, you must gain faction with one side and then speak with the guard at the entrance to your chosen faction's area to receive the quest for the Resin, Mask, and Wrap.

To get the objects, fight the bound zaubak and zauemia ruinetu in the rooms where you find them, and the last monster killed will drop the item you are after. The zauemia ruinetu are nasty mobs that can summon pets, so watch out for them.

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- *The resin is in the Chamber of Irn.*
- *The mask is in the Chamber of Khat.*
- *The wrap is in the Chamber of Sah.*

Once you have obtained all three items, you must find the hery seshta in the Hall of Purification and Beauty. There, you will be instructed to take all three items to a table and use any one of them. At this point, all three items will be destroyed and you will be turned into a mummy. What? Yes, that's right. You need to be a mummy to complete the upcoming encounters. It qualifies you as "pure of heart." So wrap yourself up and get ready to go.

You will remain a mummy, even if you log off or LD. However, if you leave the dungeon, you will revert back to your normal form.

Note that if you complete the next encounter, you can leave the dungeon and return and become a mummy again without acquiring the three items again.

Special Drops
Resin, Mask, and Wrap, plus mummy form

Encounter 5-9: A Token for Ra's Boat

Starting Point
Necropolis: 29k, 22k

Creatures Involved
Mahaf, Aken, anubite vusirnui

Number of Players
One group

Goal
Take the ferry

Special Conditions
You must have completed Encounters 1 through 8

Credit
Group

Backstory
Aken was the custodian of the ferryboat in the Underworld. However, he often had to be woken from slumber by the ferryman Mahaf to provide the boat for travel on the celestial waters. Mahaf is the ferryman who navigates the boat provided by Aken along the winding waters of the Underworld. He also acts as a herald announcing the arrival of the king into the presence of the sun god, Ra.

Encounter
Aken is the builder of boats and the ferryman for Ra's boat Mesektet. Unfortunately, Aken has a problem staying awake, so you'll need help getting him up. The person who can help you is Mahaf, but he won't just do it. You have to prove that you are ready, which means you must drink from the waters of the river. The good news is that Mahaf will help you after you do that. The bad news is that you become cursed, which means that Ammut will single you out when you fight him. Not a good idea.

The news isn't all bad, however. If you drink from the Fountain of Life, you will be cured of the curse and immune to its effects in the future. You can find the Fountain of Life in both the Uat and Anubite areas.

The guardian of the fountain is called the aunbite vusirnui. He blocks both entrances to the Fountain of Life, and if you try to get by him, you'll be forced back and take fire damage. Any attempt to get by him will result in fire damage and being forced back to the tunnel's entrance.

Once you have gotten by the anubite vusirnui, you have to evade the eternal lost, unfortunate shades who forever attempt to consume the fountain's waters only to have their life force sucked from them when they do.

Special Drops
None

Encounter 5-10: Ammut

Starting Point
Necropolis: 42.3k, 28.5k

Creatures Involved
Ammut, esenitu au-met, zeperu au-met, summoned black crocodile

Number of Players
30–40

Goal
Defeat Ammut

Special Conditions
Complete all previous encounters

Credit
Battlegroup

Backstory
Ammut was an Egyptian demoness. She was known as the "Eater of Hearts," "The Devourer," and "Great of Death" because she was a demoness of punishment. She was a netherworld dweller who waited by the scales of judgment to consume the heads of those who did evil during their lives. She was not worshipped, and was never regarded as a goddess. Instead she embodied creatures that the Egyptians feared, threatening to eat them if they did not follow the principals of Ma'at. For the purposes of the trial, Ammut weighs a player's heart by their completion of all the trials up to this point. If they have not completed the trials, then they will be judged impure.

Encounter
Defeating Ammut requires some strategy, with separate roles for melee fighters, healers, mezzers, and other spell casters. Ammut has strong defenses and lots of hit points. What makes her especially strong and dangerous is her ability to summon creatures to help her, and the way you must fight them strategically.

The black crocodiles are immune to melee, but take double damage from spell-based attacks.

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The esenitu au-met and zeperu au-met are also immune to melee attacks, but they only take normal damage from spell-based attacks.

Summoned creatures last for one minute before disappearing. However, if you have not completed Encounter 5 and given the Mirror of Ra to the Light of Ra statue, Ammut's summoned creatures stick to you and last for five minutes instead of one.

Ammut is no slouch offensively. She has a massive double attack and also a large AE poison/debuff. Ammut also calls out and judges any who are not in mummy form. When this occurs, everyone around that player becomes rooted and, after five seconds, a huge AE nuke goes off. And, while her minions tend to be immune to melee, Ammut is virtually immune to all spell attacks.

So what can you do? Clearly, knowing which enemies you are fighting and which vulnerabilities and immunities they have will suggest the strategy of splitting up your forces into melee, casters, and mez/healers.

So, one key to completing this encounter is the positioning of melee, spell casters, and crowd-control classes. All melee classes should concentrate on Ammut, while spell casters should go after all summoned creatures. Crowd-control classes can cast mesmerizing spells on the au-met, which mesmerizes all au-met in the area. If after 30 seconds of summons, all of a summoned type are killed, that portal will close.

However, you also have some other weapons that can be brought to play—the canopic jars from the first four encounters in this trial. However, each canopic jar can be used only once, and even if you have several in your inventory, there's a chance that all will be destroyed when you use one. However, there is no limit to how many can be used by multiple players.

Use the Canopic Jars

Intestines: Mez against the anubite creatures summoned by Ammut.

Stomach: Instakill a percentage of summoned crocs.

Lungs: Stop judgment by Ammut for any not in mummy form.

Liver: Full self-heal while fighting Ammut.

Special Drops

Albion

Dust of Creation
Ammut's Carved Bone Key
Bow of Silent Oblivion
Armguards of Silent Oblivion
Sleeves of Silent Oblivion
Hammer of Silent Oblivion
Ring of Silent Oblivion
Bracelet of Silent Oblivion

Hibernia

Dust of Creation
Ammut's Carved Bone Key
Bow of Silent Oblivion
Shield of Silent Oblivion
Sleeves of Silent Oblivion
Blade of Silent Oblivion
Ring of Silent Oblivion
Bracelet of Silent Oblivion

Midgard

Dust of Creation
Ammut's Carved Bone Key
Bow of Silent Oblivion
Crusher of Silent Oblivion
Sleeves of Silent Oblivion
Hammer of Silent Oblivion
Ring of Silent Oblivion
Bracelet of Silent Oblivion

Trial 6

Encounter 6-1: Haje-Uraei Among You

Starting Point
Anywhere in Typhon's Reach

Creatures Involved
Uraeus, haje uraeus

Number of Players
One or two level 50s

Goal
Kill the haje uraeus

Special Conditions
A haje uraeus must have spawned

Credit
Solo or Group

Backstory

The Uraeus is a serpent of fire. The snake is a symbol of both life and death. Any player who dies in Volcanus can give life to an uraeus.

Encounter

Whenever someone dies in Typhon's Reach, there is a chance that one of the uraeus will spawn—about 40 percent of the time. About a quarter of the time, a more deadly haje uraeus may spawn. Your task is to find a haje uraeus and kill it. In addition to his normal melee attack, the haje uraeus has a fire breath attack. He also has a very high heat resist and is very weak to cold-based spells and slashing damage.

Special Drops

None

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Encounter 6-2: Misplaced Sacrifice

Starting Point
Typhon's Reach: 11.7, 50.1

Creatures Involved
Siam-he warrior, siam-he prisoner (sobekites, setian, mau, horian, anubite), am-he salamander, Anathemic Salamander

Number of Players
10–12 level 45–50s

Goal
Kill the Anathemic Salamander

Credit
Battlegroup

Backstory

The siam-he use sacrificial rituals on a regular basis. They bring in victims from other areas to use in their sacrifices. Every time one of the prisoner's is sacrificed, an am-he salamander is created somewhere in Volcanus. On rare occasion, the siam-he capture an anubite. The siam-he technically are anubites themselves, though they broke off ages ago and follow their own form of worship. Because it is forbidden to sacrifice one of their own kind, when they sacrifice the anubite, it creates an Anathemic Salamander, which is a type of abomination. The siam-he do not realize that they should not be sacrificing anubites, so they do it anyway.

Encounter

Every three minutes, the game checks to see if the sacrificial altar area has at least one power "bar" still activated (from the "Sacrifice" Encounter 6-6) and that the portal priests are up. If one of these checks is positive, meaning that either the altar or the priests are present, there is a pretty high chance that a prisoner will be dragged in, along with seven sacrificial escorts, starting at the portal area and heading toward the sacrificial altar. The escort will drop the prisoner off and return through the portal. If the escort is attacked, they will fight, and if the altar is not up, then the escort will kill the prisoner and leave. If all the escort is killed, the prisoner will escape. Once the prisoner has been dropped off, the prisoner will be killed by the sacrificers. At that point, one of the siam-he salamanders will spawn somewhere in the zone; however, if the prisoner was an anubite, then the Anathemic Salamander will spawn.

Of course, all this is just to explain the mechanism of the encounter. The goal is to find the Anathemic Salamander and kill it. Sticking with the actual myth of salamanders, this salamander is immune to both fire and ice. (The actual myth, short version, is that salamanders are so cold that fire does not hurt them.) In addition to a painful bite, it may attack with either a magma DoT ability or it may root a person's feet to the ground. Other than having a lot of hit points, the creature has no other special attributes.

Special Drops

None

Encounter 6-3: Deserter

Starting Point
Typhon's Reach: 56.6k 50.2k

Creatures Involved
Lateef, Sutekh, Udaji, and Fadil

Number of Players
Two or more groups

Goal
Help Lateef escape; defeat Sutekh

Special Conditions
Lateef must survive

Credit
Battlegroup

Backstory

In Egyptian mythology, Am-he was a threatening Underworld god whose name means "Devourer of Millions." He dwells in a Lake of Fire, demands sacrifice, and has the face of a dog. Only Atum could fend off Am-he.

The siam-he are the "sons of Am-he," though they were originally anubites. Over the eons, this group of anubites left their necropolis to find other places in the planes. When they came across Volcanus, a priest among their group claimed that he had received a vision from Am-he. In that vision he was given the impression that Am-he wished to be represented in Volcanus. The priest also conveyed word that Am-he couldn't assert his influence directly because of the presence of Typhon. Typhon, while not a god, was a powerful enough being that his presence kept the domain under his influence. However, Am-he could have a limited influence on the area should he have followers who would provide him with sacrifices. So, the siam-he established themselves in Volcanus and went to other areas to capture and bring back beings that could be sacrificed to their new patron.

Not all of the anubites who settled in Volcanus believed that one of their own had been spoken to by Am-he. These doubters more often than not include the elderly who recall better times living in Stygia.

The elderly siam-he carry with them a dagger forged by one of the siam-he high priests among Nebkare, Setau, Taharga, Ausar, Sahathor, or Kakhet. They must sacrifice themselves to Am-he with their dagger before their advancing years kill them. After a high priest forges a dagger, he calls a meeting for all of his followers where he hands the dagger to one of the elderly among them. Any siam-he handed a dagger at such a meeting is expected to take his or her life with it within a week of receiving it. Lateef is one such elderly siam-he. Sahathor recently handed Lateef a dagger and commanded him to die within the week. Lateef wants to return to Stygia where he worked as an embalmer rather than face death but he can't attempt an escape without help.

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Encounter

You must help Lateef escape Thusia Nesos by leading him to the island's western bridge. Ultimately, however, you must defeat Sutekh, a brutal siam-he priest whose purpose is to make sure that all siam-he traditions are strictly adhered to.

Lateef

Lateef is not strong enough to make an extended journey and will die after following a player for 20 minutes.

Speak to Lateef and he'll ask for help. Lead him to the west until you reach a bridge. When you arrive at the bridge, Lateef suddenly becomes reinvigorated and tells you to meet him on the other side before making a dash toward the western side.

Before Lateef can make it across the bridge, Sutekh, Udaji, and Fadil appear.

Sutekh

Sutekh is a powerful fighter who focuses on melee combat. He can cause severe bleeding damage and can drain life from his foe while transferring it to himself. Sutekh is capable of double striking and styling for massive damage with his axe but most often attacks once.

Udaji

Udaji is one of Sutekh's two henchmen. He is an amazing warrior but lacks intelligence. He became one of Sutekh's goons when he jumped out of a crowd of onlookers to savagely beat an elderly siam-he who was being publicly executed by Sutekh for refusing to sacrifice himself. Impressed by his devotion to the traditions of the siam-he, Sutekh asked Udaji to be one of his personal guard on the spot.

Udaji's attacks occasionally cause his target to burst into flames, dealing the target a large amount of extra damage. Udaji also has a defensive ability that stuns his attackers. With only one or two attackers, he can dodge many incoming attacks, but with more than three attackers his dodging ability is nullified.

Fadil

Fadil is the second of Sutekh's two goons. He is cold and calculating and is a good healer with several strong nukes and the ability to summon a "sa" fire elemental pet. Fadil is potentially the most dangerous of the trio.

Unlike other siam-he who summon "sa" pets, Fadil can resummoning a pet while he is engaged in combat. Additionally he tends to hang back from the battle while casting nukes and healing spells on Sutekh and Udaji. Fadil can also mesmerize his targets. While engaged in melee combat, Fadil uses a powerful PBAoE energy-based nuke that hits a wide radius. Additionally, Fadil can fully heal himself at any given time but he rarely uses this ability.

Sutekh, Udaji, and Fadil last 10 minutes after they appear before they vanish having performed their duty. They will not vanish during combat if they are engaged.

Special Drops

Sacrificial Dagger

Encounter 6-4: Pallida-Uraei

Starting Point
Somewhere in Typhon's Reach

Creatures Involved
Uraeus, Pallida-Uraei

Number of Players
Two full groups of 50s

Goal
Defeat the Pallida-Uraei

Special Conditions
The Pallida-Uraei must have spawned

Credit
Battlegroup

Backstory

The Uraeus is a serpent of fire. The snake is a symbol of both life and death. Any player who dies in Volcanus can give life to an uraeus. Once, a great snake called Pallida-Uraei roamed the land and all who dared disturb it met with a quick demise.

Encounter

Whenever someone dies in Typhon's Reach, there is a chance that one of the uraeus will spawn—about 40 percent of the time. If there are at least 15 uraeus in a zone, there is a chance that one of them will call others to its side, and when 10 are gathered with the caller, it will turn that snake into a Pallida-Uraei.

When you fight the Pallida-Uraei down to 50 percent health, it will split into three, but only one is the real one. Find the real Pallida-Uraei and kill it to complete the encounter.

Special Drops

Uraeus Tail

Encounter 6-5: Vents of Fire

Starting Point
Volcanus: approx. 17.9k, 29.4k

Creatures Involved
Crazed Adventurer, salamander hatchling, Livid Salamander

Number of Players
One group

Goal
Kill the Livid Salamander

Special Conditions
None

Credit
Solo

Backstory

A Crazed Adventurer guards an ancient ventilation system for all eternity. Over the years he has lost his sanity and continues to survive only by fulfilling his duty to operate the vent. Most of what he says is gibberish; however, there may be a clue or two in his ramblings.

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Encounter

Four pedestals, each with an object resting on them, are surrounded by flames on all sides. These flames will kill players who come into contact with them while trying to grab an item from any of the pedestals. You must find a way to turn off the flames to get the items.

There is a large vent between four pedestals. To turn off the flames, obtain at least 20 frozen salamander glands, which you can obtain from the salamander hatchlings you find in this area. The glands drop about 10 percent of the time. Hand the glands to the Crazed Adventurer, who will drop them down the vent. The fire will be extinguished for one minute. Run to collect all four objects, at which point you will get a message telling you that they have combined into the salamander incinerator, which you will have to use to defeat the Livid Salamander, who spawns nearby.

The Livid Salamander does not have high aggro, but in any case, it can't be killed by any normal means. Only by using the salamander incinerator can you defeat it. When you defeat the Livid Salamander, the salamander incinerator disappears and is replaced in your inventory by the salamander ash.

Simply */use* the salamander incinerator to destroy the Livid Salamander and complete the encounter. Only the person who uses the incinerator gets credit for this encounter.

Special Drops

Salamander Ash

Encounter 6-6: The Sacrifice

Starting Point
Typhon's Reach: 27.4k, 37.4k

Creatures Involved
Siraadi, siam-he chanter, siam-he prema, siam-he premloch

Number of Players
Two to three groups

Goal
Kill Siraadi

Special Conditions
None

Credit
Battlegroup

Backstory

The siam-he have for centuries sacrificed their captured to the gods of Volcanus. In return, the siam-he have been protected by a host of salamanders. As long as the sacrifices continue, so will the blessings!

Encounter

The key to this encounter is to bring down the power of the altar by killing the chanters located at each of the six pillars. The chanters give power to the pillars, which in turn power the altar. You have to deal with the other siam-he, but the chanters are your main targets initially. Once the pillars have dropped sufficiently in power, the lead sacrificer Siraadi appears, and you must now kill him.

After you have killed the lead sacrificer, it takes several minutes for the whole encounter to respawn, but when it does, it respawns with the full contingent of chanters, warriors, and sacrificers.

Special Drops

Siam-he Head

Encounter 6-7: Offerings

Starting Point
Ashen Isles: 7.6k, 57.8k

Creatures Involved
Ankhkare, ankhkare guardians, uraeus, siam-he plebian, salamander

Number of Players
Three or four full groups

Goal
Kill Ankhkare

Special Conditions
Complete at least two previous trials 2-4, 2-5, and/or 2-6

Credit
Battlegroup

Backstory

Ankhkare is a wise and ancient sphinx. Once many came to seek his wisdom, but with so many seekers, he decided that only the truly worthy may face him.

Encounter

Ankhkare is a level 99 mob that stands behind a wall of fire. The wall of fire is instant death, so you must find a way to lower it. The trick is to talk to the guardians standing in front of the wall of fire. Each guardian asks for a specific item, and a clue to that item can be inferred by the monsters behind each guardian. You must "bribe" at least two of the guardians to get to Ankhkare, and his level drops with each item you give, so that if you give two items, he drops to level 80. Three items drop him to level 75. The three items you will need are a Uraeus Tail from Encounter 6-4, Salamander Ash from Encounter 6-5, and/or the Siam-he Head from the previous encounter.

When you give the appropriate item to a guardian, the mobs behind him attack and you must defeat them. Once you turn in the Siam-he Head, if you have not given both the Uraeus Tail and the Salamander Ash to the guardians, the remaining monsters will attack. Once you have given at least two offerings to the guardians, you can fight Ankhkare. Of course, the guardians themselves will join the battle, too. They wouldn't be very good guardians if they didn't.

The ideal strategy would be to turn in the tail and the ash to the first two guardians before turning in the head. Also, kill all the pets before turning in the head. Doing the encounter in this order weakens Ankhkare significantly.

Special Drops

None

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Encounter 6-8: Orb of Apollo

Starting Point
Ashen Isles: 26.8k, 52.2k

Creatures Involved
Efreeti overseer, efreeti challenger, efreeti, Orb of Apollo

Number of Players
16–20

Goal
Defeat the Orb of Apollo

Special Conditions
None

Credit
Battlegroup

Backstory
This encounter is a challenge issued by the efreeti overseer.

Encounter
The overseer tells you that the goal is to kill the Orb of Apollo before time runs out. This means 20 minutes.

Eight orbs appear as the encounter begins, going to the braziers in the challenge area. Each orb then becomes an efreet challenger. The Orb of Apollo appears where the overseer was standing.

You must break open the Orb, which does not fight back but has a damage shield, very high defense, and a ton of hit points. Also, you cannot attack it from farther than 500 units—basically the platform it is on.

And, to add to the fun, you will be pelted with fireballs as long as you are standing on the platform. If you step off the platform, you will be safe from the fireballs. You can kill the efreet challengers, but, because they are high off the ground, you need effective range attacks, and, even if you do kill one, its power is then diverted into the remaining challengers, making them stronger. If you kill all of the challengers, then you are free to focus on the Orb.

Special Drops
None

Encounter 6-9: Taur Compound

Starting Point
Ashen Isles: 26.5k, 11k

Creatures Involved
Vazul, taur arieos, taur machairo, taur altheas, taur telete, taur koloios, taur purphoros, taur aristos, taur skopos, taur xenos, taur elder, taur portalmaster, taur lancer, Battler

Number of Players
Three to four groups

Goal
Kill Vazul

Special Conditions
None

Credit
Battlegroup

Backstory
The taur compound serves as the main fortification for the taur and houses their most powerful mages. It is the final step players must take to ensure that Chimera's defenses are weakened enough for an assault.

Encounter
This is a large-scale encounter that involves storming the taur keep and killing the taur lord Vazul. One massive gate leads into the fortress, and you have to destroy it to gain access to the inside. Among the other defenses, there is a magical platform that can teleport outside the walls once each minute, and it appears at one of several locations. This platform holds 10–20 taur. (Once the fortress has been breached, the platform will teleport within the fortress.)

Once the fortress door has been breached, there are several possible randomly occurring events, with a slightly higher chance that the dragon breath trap will occur:

- *The Battler will spawn, and he'll be five levels higher than you have seen him previously.*
- *A dragon breath trap may be triggered. It will angle outward from the gate.*
- *An area of effect spell may trigger, which debuffs everyone in range and turns them into pigs for two minutes.*
- *A horde of taur will attack.*

Once inside the fortress, find Vazul in the center and kill him to complete the encounter. Of course, you will be fighting hordes of enemies, so this is an all-out war that will require many groups.

Once you have broken down the second door, it's a good idea to kill all the taur portalmasters to prevent additional waves of taur lancers from joining the battle.

NOTE

Killing Vazul also prevents the taur from constructing catapults to use in the next encounter, at least until Vazul respawns.

Special Drops
None

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Encounter 6-10: Chimera

Starting Point
Ashen Isles: 24.3k, 36.6k

Creatures Involved
Chimera, taur arieos, taur machairo, taur altheas, taur catapult

Number of Players
Four to five groups

Goal
Kill Chimera

Special Conditions
Destroy bridges for easier encounter

Credit
Battlegroup

Backstory

The Chimera is an ancient creature whose origins are lost in time. It said to be of divine origin, and, in any case it is possessed of powerful magic. It resembles a winged lion, and some surmise that it sprang from an enchantment laid upon a lion by some god or another. Whatever its origins, the ancient Atlanteans believed that defeating it would be a good test to conclude the sixth trial.

Encounter

The key to this encounter is to destroy the bridges that connect to the Chimera's island. Doing so makes the encounter much easier. In addition to destroying them, however, you will have to prevent the taur from repairing them. The bridges are:

Bridge 1—Efreet Island (Southeast)

If this bridge is destroyed, the efreet cannot aid the Chimera.

Bridge 2 (Southwest)

If this bridge is destroyed, this limits the number of defenders that come to the Chimera's aid.

Bridge 3 (South)

If this bridge is destroyed, this limits the number of defenders that come to the Chimera's aid.

Bridge 4—Fountain (West)

If this bridge is destroyed, this limits the number of defenders that come to the Chimera's aid. If fountain has been disrupted, then taurs will be easier to fight because as long as the elite taurs have access to the fountain, they gain the ability to proc an AE mez (no-resist).

Bridge 5—Battler (Northwest)

If this bridge is destroyed, this limits the number of defenders that come to the Chimera's aid. If the Battler is still around, he will come to help.

Bridge 6—Fortress (Northeast)

If the fortress has not been overtaken, then it will send large forces to aid the Chimera.

Once you have destroyed all the bridges, the Chimera is left to defend itself, without the aid of the taur elite. Still, it has several weapons, including three breath attacks—an AE lighting, AE solar blast, and AE poison breath. It also has a damage shield.

Note

If the bridge to the fortress has been destroyed, taur will set up catapults and rain fire onto the Chimera's island. The fire rained down by the catapults can cause massive AE damage, and a point-blank hit will likely kill you. The way to avoid this is to complete the previous encounter before this one. If Vazul is dead and not respawned, the taur cannot construct and use the catapults.

Special Drops

Albion	*Hibernia*	*Midgard*
Torch of Innovation	*Torch of Innovation*	*Torch of Innovation*
Blood Splattered Key	*Blood Splattered Key*	*Blood Splattered Key*
Robe of Delusions	*Robe of Delusions*	*Tunic of Delusions*
Robe of Aberrations	*Vest of Aberrations*	*Hauberk of Anomalies*
Robe of Casuistry	*Vest of Casuistry*	*Vest of Casuistry*
Vest of Delusions	*Vest of Delusions*	*Vest of Delusions*
Vest of Reveries	*Vest of Reveries*	*Vest of Reveries*
Hauberk of Vagaries	*Hauberk of Vagaries*	*Hauberk of Vagaries*
Hauberk of Mirages	*Hauberk of Mirages*	*Hauberk of Mirages*
Hauberk of Anomalies	*Hauberk of Anomalies*	*Hauberk of Anomalies*

Trial 7

Encounter 7-1: Hand Print

Starting Point
Heart of Volcanus: 23.8k, 19.2k

Creatures Involved
Barracuda, salamanders, and volurgons

Number of Players
Solo or group

Goal
Cross the Lava Bridge

Special Conditions
Items needed: see encounter section

Credit
Group

Backstory

There is a bridge, not far into the Deep Volcanus dungeon, that is blocked by lava flowing from a grate. It seems to be impassable, but there is a way....

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The mechanism to shut off the lava flow can be activated only by the hand of a volurgon. What's worse is that only a warm volurgon hand can activate the mechanism. This makes it impossible to simply sever the hand of a volurgon to use on the hand print mechanism, as a cold and dead hand will not work.

Encounter

This encounter involves a bit of thought. The lava is deadly, so you can't cross it. However, the clues to completing this encounter are found when you are fighting and getting certain drops. These drops are the Barracuda Spine Needle (dropped from barracuda), the Salamander Wool (from salamanders) and the Pristine Volurgon Hand (dropped by volurgons). Each time you get one of these items, you also get a clue that they may be useful. If you get all three, they automatically combine into the Volurgon Glove.

Now, back to the bridge and the hand print device. Any player who touches it will be singed and warned that, "This device can only be activated by the hand of a volurgon." The secret is equipping the Volurgon Glove and then clicking the hand print device. The lava then stops and you can cross the bridge with the encounter complete.

Special Drops

None

NOTE

The next five encounters, 7-2, 7-3, 7-4, 7-5, and 7-6, can be seen as interlinked. After you have completed the faction requirements in 7-2 for each group, you can complete each faction's following step.

Encounter 7-2: Know Your Opponent

Starting Point
Heart of Volcanus: 23.8k 14.8k

Creatures Involved
Feuding volurgon, feuding apophian, feuding shaitan, feuding hephaestian, volurgon archon, apophian archon, shaitan archon, hephaestian archon

Number of Players
One group of 50s

Goal
Learn all you can about each faction through combat

Special Conditions
None

Credit
Group

Backstory

This encounter tests your ability to fight in sustained combat and know your enemy very well.

Encounter

The goal of this encounter is to fight a creature from each of the four different factions: the apophians, the volurgon, the shaitan, and the hephaestians. The members of these factions start out hostile to you, but you will soon change that. The goal of this encounter is to fight one group until your faction with them reaches minus 1,000. Meanwhile, your faction with the other groups will go up.

After you have fought the first group, you have to switch to another and fight once again until your faction has dropped below a certain threshold. Repeat until you have done this with each of the four groups and you will receive credit for the encounter.

Special Drops

None

Encounter 7-3: Apophians

Starting Point
Heart of Volcanus: 29.4k, 18.4k (there are four rooms, this is just one of them)

Creatures Involved
Mediator of the apophians, apophian dissos

Number of Players
One group of level 50s

Goal
Survive for 10 minutes

Special Conditions
Meet apophian faction requirement

Credit
Group

Backstory

This is a trial of wits, fighting skill, and endurance set in the trials back in the ancient days.

Encounter

To initiate this encounter, speak to any one of the four mediator sphinx NPCs in the dungeon. Anyone who wants credit for this encounter must be grouped with the person who initiates the conversation with the NPC and meet the faction requirements of the encounter, meaning basically that you have completed Encounter 7-2. Members of a group who do not meet the faction requirements may still participate, but they will not receive credit for the encounter.

Once the encounter is accepted, the whole group is teleported to an enclosed room with one level 55 mob—an apophian dissos. The dissos is primarily a melee mob, but it also has a ranged direct damage spell.

The goal of the encounter is that every member of the group be alive after 10 minutes. That's it. If you are alive after 10 minutes, you get credit for the encounter. If you are dead at that time, you don't, and you will have to attempt it again.

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The trick to this encounter is that each time you kill the apophian dissos, it returns multiplied. So the first time, two will come back. The second time, four, and so on without any limit. So you want to kill it as slowly as you can.

However, it isn't going to be all that easy because the dissos can also increase several levels every 30 seconds, capping at level 80. Depending on the strength of the group, this may create some challenges. And all subsequent spawns of the dissos begin back at level 55, but also level up over time. All you have to do is be alive at the end of 10 minutes, so you have to figure out the optimal speed at which to kill the dissos without ending up with an army of them.

Special Drops
None

Encounter 7-4: Volurgons

Starting Point
Same as previous encounter

Goal
Survive for 10 minutes

Creatures Involved
Mediator of the volurgons, volurgon mandra

Special Conditions
Meet volurgon faction requirement

Number of Players
One group of level 50s

Credit
Group

Backstory
This is a trial of wits, fighting skill, and endurance set in the trials back in the ancient days.

Encounter
This encounter is almost identical to the previous one, except that the enemy is different. All conditions are the same.

In order to initiate this encounter, you must speak to any one of the four mediator sphinx NPCs in the dungeon. Anyone who wants credit for this encounter must be grouped with the person who initiates the conversation with the NPC and meets the faction requirements of the encounter, meaning basically that you have completed Encounter 7-2. Members of a group who do not meet the faction requirements may still participate, but they will not receive credit for the encounter.

This time, when you accept the challenge, your group is teleported into a room where a somewhat boosted level 60 volurgon mandra spawns and immediately attacks. Behind the mandra is a fireball wisp called the rage of the volurgons. This mob is bad news. It is a PBAoE spell that can kill you in about three hits. Needless to say, you want to keep far away from it.

To make matters worse, another rage spawns every 20 seconds. This continues up to a maximum of nine rages. You can't kill the rages, but each time you kill a mandra, it will cause one of the rages to die, as well.

The encounter ends after exactly 10 minutes. Any player still alive is ported back to the mediator and given credit for completing the trial—dead players have to */release* and try the encounter again.

Special Drops
None

Encounter 7-5: Shaitan

Starting Point
Same as previous encounter

Goal
Survive for 10 minutes

Creatures Involved
Mediator of the shaitan, shaitan enara

Special Conditions
Meet shaitan faction requirement

Number of Players
One group of level 50s

Credit
Group

Backstory
This is a trial of wits, fighting skill, and endurance set in the trials back in the ancient days.

Encounter
This encounter is just like the previous two, but with a different mob to fight. You must speak with one of the mediators first, be grouped, and have the appropriate faction requirement (to receive credit, at least). Upon acceptance, your group is once again teleported into the combat room where a shaitan enara spawns in a random location and, two seconds later, casts Shaitan's Reach, a deadly PBAoE spell powerful enough to kill any players in its range with about two hits.

No matter what you do, another shaitan enara spawns in 20 seconds and casts the spell again. You have to avoid Shaitan's Reach and keep killing the enaras for 10 minutes. Any survivors get credit for the encounter. Any who are dead at the end of the time period have to try again.

Special Drops
None

Encounter 7-6: Hephaestians

Starting Point
Same as previous encounter

Goal
Survive for 10 minutes

Creatures Involved
Mediator of the hephaestian, hephaestian katarch, hephaestian flame

Special Conditions
Meet haphaestian faction requirement

Number of Players
One group of level 50s

Credit
Group

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Backstory
This is a trial of wits, fighting skill, and endurance set in the trials back in the ancient days.

Encounter
Once again, you must survive for 10 minutes. Talk to one of the mediators of the hephaestian sphinx NPCs. Note that you must meet the faction requirements with the hephaestians to receive credit for this encounter. Once you accept the challenge, your group is teleported to the battle room. The same rules apply as before.

This time, you'll face a hephaestian katarch spawn. The katarch has a nasty level 50 damage shield. The key to this encounter is to kill the katarchs as quickly as you can. If more than one spawns, you should at least have someone beating on each of them to prevent them crowding the room. Anyone still alive after 10 minutes gets credit for the encounter, assuming they met the other conditions.

Special Drops
None

Encounter 7-7: Flame of Volcanus

Starting Point
Heart of Volcanus: 23.4k, 9.3k

Creatures Involved
Flame of Volcanus, flame spheres, controlled apophian, controlled hephaestian, controlled shaitan, controlled volurgon

Number of Players
Two groups

Goal
Kill the Flame of Volcanus

Special Conditions
None

Credit
Battlegroup

Backstory
The Flame of Volcanus guards access to Typhon's Gate. Typhon has the power to control all creatures in the volcano and use them against intruders.

Encounter
The Flame of Volcanus stays in its chamber and is protected by a ring of flame spheres. Typhon also has members of each of the factions under his dominion, so you have to fight them as well as the Flame and its spheres. However, the controlled creatures will not spawn within the Flame's chamber when the Flame is present, only when it is not.

The Flame of Volcanus surrounds himself with "minor-flame elementals" that are constantly up as long as he is alive. At certain points, these minor elementals disengage from combat and start to circle the chamber. While they are in this state, they fire powerful DD bolts at players. They do not stop circling, even if they are damaged. The only sure-fire tactic to this encounter is to concentrate 100 percent on killing the Flame and nothing else.

Special Drops
None

Encounter 7-8: Cat and Mouse

Starting Point
Heart of Volcanus: approx. 25.3k, 6.3k

Creatures Involved
Katorii, Katorii's Breath, Katorii's Touch, Katorii's Blood, gorgons, and cobras

Number of Players
One to three groups

Goal
Defeat Katorii and open the gate

Special Conditions
None

Credit
Battlegroup

Backstory
Katorii is an extremely powerful volurgon who at full strength can drain all the life out of the mightiest warrior in an instant with her touch. She has guarded the gate to Typhon's chamber since the very beginning of the trials.

The gate she guards is magically bound to her. It can be opened only with a unique four-part key that is obtained piece by piece in Katorii's lair.

Encounter
This encounter, Cat and Mouse, is appropriately named. Your goal is to open the gate to Typhon's chamber, but to do so, you will have to get past Katorii. But that's not going to be a piece of cake. Katorii is invulnerable, and she can kill you with one attack. Not good. However, there is a way to make her vulnerable, but it involves killing three monsters who spawn in her hallways: Katorii's Breath, Katorii's Touch, and Katorii's Blood. When you kill the first of these monsters, Katorii's Breath, you will get a "Runed Metal Plate."

When you obtain a Runed Metal Plate, right-click on the door-opening mechanism at Typhon's Gate and you receive a message to the effect that this has affected Katorii. Seek out the next named mob, Katorii's Touch, kill it, and repeat the procedure. After you have killed Katorii's Blood and used the plate on the door mechanism, Katorii becomes vulnerable and you can go kill her. She spawns some cobras to protect her, but she's your main target and challenge.

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Until you have made her vulnerable, Katorii is extremely dangerous, so be very wary while exploring her area. Knowing how she moves will help. Whenever she comes to a room, she uses her magic eyes to scan for enemies. If she spots someone, she will rush in and kill them. However, if you spot her magic eyes in a room, run—hopefully away from her. Don't wait for an instant. She will come after you if she spots you.

Katorii's Breath

Katorii's Breath often double strikes and can add significant cold damage to its melee attacks. If this beast manages to get a double attack off, where both of its attacks add cold damage, it could kill you outright.

Katorii's Touch

Katorii's Touch, like Katorii's Breath, often double strikes in melee combat. Instead of blasting you with cold damage, it sometimes hits you with poison blasts. Katorii's Touch begins to use lifetaps on its foes after it has taken significant damage. When it gets very weak it begins to lifetap much more frequently. It is important that everyone attacking Katorii's Touch be ready to deal damage as fast as possible when this beast drops below about one quarter of its health.

Katorii's Blood

Katorii's Blood, like both Katorii's Breath and Katorii's Touch, frequently double strikes, and like Katorii's Touch, it often adds poison damage to its melee attacks. This beast sometimes bleeds lava when it is hit, which grants it a very short duration fire-based damage shield.

Katorii's Breath, Katorii's Touch, and Katorii's Blood aren't exceptionally powerful beasts on their own, but engaging them when Katorii herself is nearby is extremely dangerous. What's difficult is attacking them while avoiding Katorii's eyes. There are a few rooms connected to the area Katorii patrols that she does not go into and that have no monsters inside them. These rooms are on the south and northwest sides of her rectangular area of chambers and hallways. These rooms are ideal spots to pull Katorii's Breath, Katorii's Touch, and Katorii's Blood to if you don't want to worry about Katorii's deadly touch.

After the third "Runed Metal Plate" is placed into the Typhon's Gate mechanism, Katorii becomes vulnerable and loses her ability to death touch. When she becomes vulnerable she summons several snakes to protect her. Katorii's pet snakes hit hard but they can be killed very easily. If the pets are ignored they could prove to be a nuisance. Katorii always double strikes and often adds significant poison damage to her melee attacks. Like all other volurgons, she can turn folks to stone as well.

When Katorii dies, she drops the last of the four "Runed Metal Plate" objects you need to open Typhon's Gate. The gate will remain open for eight real-time hours. After it closes you must slay Katorii again to open it. Either slaying Katorii or getting past her gate rewards you with the completion of the "Cat and Mouse" trial encounter.

Special Drops

Fourth Runed Metal Plate

Encounter 7-9: Pre-Typhon

Starting Point
Heart of Volcanus

Creatures Involved
Unruly volurgon, mischievous volurgon, corrupt volurgon, apophian aggressor, apophian enforcer, apophian crusher

Number of Players
One group

Goal
Kill one of the room guardians to receive credit

Special Conditions
Open Typhon's Gate (Encounter 7-8)

Credit
Battlegroup

Backstory

This encounter is linked with the next one, so you may want to be prepared with a very large number of people, ready to take on the final challenge of this trial.

Encounter

The way this works is that, once you enter the gate you opened in the previous encounter, you enter a room with two smaller rooms, one on each side. As you approach each of these smaller rooms, mobs spawn—a volurgon on one side and an apophian on the other. The pathways that lead to Typhon himself are protected by mystical barriers.

To bring down the barriers, you must defeat the mobs that spawn at the small rooms. If you try to go through the barriers, they will teleport you back to the entrance. Each time you kill one of the mobs, one of the barriers drops for 15 seconds. The mob on the left controls the two inner barriers with gray smoke and the right-hand mob controls the ones farther away, with reddish smoke.

Ideally, one full group should be able to kill each of the mobs fast enough to keep the barriers down, while the rest of the battlegroup goes in and attacks Typhon (who is the subject of the next encounter). So, assigning two groups to keep the barriers down while the rest attack Typhon is one possible strategy. At the end, all battlegroup members receive credit for both encounters.

Special Drops

None

Encounter 7-10: Typhon

Starting Point
Heart of Volcanus

Creatures Involved
Typhon, Typhon's Essence

Number of Players
Approximately 50 to 60

Goal
Kill Typhon

Special Conditions
Complete all Trial 7 encounters

Credit
Battlegroup

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Backstory
Killing Typhon, who is nearly a god, is one of the challenges of the ancient Trials of Atlantis.

Encounter
Typhon is the boss of the Volcanus dungeon. He can sink down into the lava and move to one of four spots in the room. He may do this at any time. Under ordinary circumstances, Typhon is immune to damage. The only way to make him vulnerable is to have someone hitting his essence, which moves randomly around the room. Each time the essence is hit, Typhon becomes vulnerable for two or three seconds. However, the essence itself does not fight back and cannot be killed.

During the time that Typhon is vulnerable, he is still 100 percent immune to heat damage, but suffers a big penalty against cold. He also has a very strong heat-based damage shield around him, and he can cast a fire-based DoT as well as AE fire attacks and single-player fire attacks. Good fire protection is recommended in this encounter, as is someone who can deal out a lot of cold damage.

During the battle, some part of the battlegroup should be keeping the barriers down (see previous encounter).

Defeat Typhon to complete the Trial 7 encounters.

Special Drops

Albion	***Hibernia***	***Midgard***
Scorched Key	*Scorched Key*	*Scorched Key*
Flamespark Staff	*Flamespark Staff*	*Flamespark Staff*
Gilded Antalya Bracelet	*Gilded Antalya Bracelet*	*Gilded Antalya Bracelet*
Heavy Antalya Truncheon	*Heavy Antalya Truncheon*	*Heavy Antalya Truncheon*
Filigree Antalya Ring	*Filigree Antalya Ring*	*Filigree Antalya Ring*
Flamespark Battle Axe	*Flamespark Dagger*	*Flamespark Dagger*
Flamespark Saber Axe	*Flamespark Great Sword*	*Flamespark Great Axe*
Flamespark Dirk	*Flamespark Scythe*	*Flamespark Fang Greave*
Flamespark Long Bow	*Flamespark Thorn Bow*	*Flamespark Bearded Bow*
Phosphorescent Antalya Bauble	*Phosphorescent Antalya Bauble*	*Phosphorescent Antalya Bauble*
Flowing Antalya Shawl	*Flowing Antalya Shawl*	*Flowing Antalya Shawl*

Trial 8

Trial 8 revolves around the reconstruction of the statue of Agne, one of the great leaders of ancient times. Agne's statue has been destroyed and broken into parts, but you can reconstruct the statue to complete the trial. In various encounters, you receive parts of the statue of Agne.

Encounter 8-1: Agne's Control Crystal

Starting Point
Green Glades: 19.1k, 25.8k

Creatures Involved
Bisul, stone statues, centaur impalers, archers, healers, arcanist, and naturalist

Number of Players
Two to three groups

Goal
Kill Bisul

Special Conditions
None

Credit
Battlegroup

Backstory
A particularly malevolent jinni named Bisul found the leader's control crystal shortly after the catastrophe destroyed Atlantis. He has been using it to control nearby statues, which he uses to harass the centaurs.

Encounter
Bisul checks randomly to see if the centaur camp to the northwest is full. If so, he will go harass them with his statues. He cannot be harmed when he has statues with him, so you need to kill the statues first. However, once you kill the statues, Bisul goes back and grabs three more statues. He can do this three times, grabbing three statues each time. Once he runs out of statues, he's vulnerable and you can take him out.

Bisul has an AoE damage spell, a direct damage spell attack, and he will heal his statues.

The statues do different things depending on their type:

Stone Statues: Very High Defense

Veined Statues: Very High Offense

Bronze Statues: Mixture of Offense and Defense

Special Drops
Control Crystal (used in the final encounter)

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Encounter 8-2: Agne's Shield

Starting Point
Arbor Glen: 15.6k, 50.8k

Creatures Involved
Tholos at the Military Academy, Trainee, Tholos Tournament Champion, Commander Tholos, Tholos's Soldier, General Tholos, Lord Tholos

Number of Players
Four to five groups

Goal
Defeat Lord Tholos

Special Conditions
None

Credit
Battlegroup

Backstory

The statue of Tholos was carved to be much like that of his brother Agne. They were both given identical shields by their father when they were learning the martial arts. Because Agne's shield was destroyed, the shield from his brother's statue, which is identical, can be used in its place.

Encounter

In this encounter, you must enter the temple and fight the statues, which commemorate great moments in the life of Lord Tholos. You must fight them in chronological order, beginning with the statue called Tholos at the Military Academy and culminating with the statue of Lord Tholos at the peak of his power and glory. To activate a statue, click on it and read the inscription. The battle will begin within a few seconds.

- *For Tholos at the Military Academy, you fight Tholos and three trainees.*
- *The second statue is Tholos Tournament Champion, who fights solo.*
- *Third is Commander Tholos and three Tholos's Soldiers.*
- *Fourth is General Tholos with eight Tholos Soldiers.*
- *Finally, you fight Lord Tholos. He is tough enough not to need any soldiers to help him. He is very resistant to crush, slash, and thrust, and he hits very hard—more than 1,000 a hit. He also has a flaming sword with a nasty fire proc.*

Defeating Lord Tholos completes the encounter.

Special Drops

Agne's Shield

Encounter 8-3: Agne's Sword

Starting Point
Green Glades: 43.4k, 48.8k

Creatures Involved
Ibn, animate sword, animate burning sword, animate freezing sword

Number of Players
Two to three groups

Goal
Kill Ibn

Special Conditions
None

Credit
Battlegroup

Backstory

During the catastrophe that destroyed Atlantis, Agne's Sword fell near a solitary jinni named Ibn. The catastrophe caused great pieces of Aerus to fall from the sky, and, when the sword fell, landing point first in the ground, the area around it was not hit by any of the falling debris. Ibn saw the sword from then on as a good luck charm and has kept it among his other treasures ever since.

Encounter

When you talk to Ibn he will assume you're seeking Agne's Sword and will spawn five chests. He also gives you a key. He does not give out more keys until the last one is used, although the key is lost if you log out, LD, or leave the area. Ibn then informs you that, if you can pick the correct chest, you can keep the sword.

Picking the wrong chest causes magic floating swords to spawn every 15 seconds and attack. You can now return to Ibn and get another key to try again. It's probably a good idea to keep a tank by the wrong chest to handle the swords while you get another key.

If you pick the correct chest, Agne's Sword appears and floats in midair. However, it isn't all that easy. You don't just take the sword. At that point Ibn will inform you that you must fight him to get the sword.

While you are fighting Ibn, he can turn into a whirlwind and spawn four other whirlwinds to confuse the issue. These whirlwinds have a small chance of attacking. Ibn moves to a new spot in that form, and he cannot be damaged until he reaches the new place and returns to his natural form. If Ibn is hit with a fire spell, there is a chance that he will summon an animate burning sword to aid him. If he is hit with an ice spell, there is a chance that he will summon an animate freezing sword. When hit with slash damage, there is a chance that he will summon an animate sword.

The animate sword is level 60 and will perform various styles and melee attacks.

The animate freezing sword has various weapon styles and can proc an AoE ice attack spell.

The animate burning sword has various weapon styles and can attack with an AoE fire attack spell.

Defeating Ibn completes the encounter, but don't forget to pick up Agne's Sword from the ground!

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Special Drops
Agne's Sword

Encounter 8-4: Centaur's Hunt

Starting Point
Green Glades: 8.6k, 59.4k

Creatures Involved
Lieutenant centaurs, general centaurs

Number of Players
Two to three groups

Goal
Kill a Lieutenant Centaur

Special Conditions
None

Credit
Group

Backstory
As part of the ritual of the trial, would-be heroes must prove their mettle against the centaurs by defeating one of their lieutenants. The centaurs have kept the left leg of Agne's statue hidden for centuries. One of the lieutenants has it.

Encounter
Among the centaurs in their four camps are powerful lieutenants. You must defeat one of them. This sounds easy enough, but you probably will have to deal with quite a few other centaur defenders at the same time.

Each camp has a specific type of scout that can seek you out and blast a horn, calling the lieutenant and a contingent of guards to that spot. In addition, a Chief Centaur patrols among the four camps. If you end up fighting the Chief Centaur, all four lieutenants come to his aid.

The lieutenants bring with them an assortment of support troops, including a healer, a nuker, a buffer, two archers, two tanks and sometimes a pet summoner. The chief does the same, but the chief can draw more reinforcements if he reaches a fort.

Special Drops
Left Leg (needed to construct Agne's statue)

Encounter 8-5: Treasures of the Cyclops

Starting Point
Arbor Glen: 39.1k, 40.3k (Kratos may move around and be found in other locations)

Creatures Involved
Kratos, Adras son of Creon, Piet son of Creon, Teurcer son of Creon, Sarpedon son of Creon, Maur son of Creon, Nemos son of Creon, Ghita, controlled statue, Gaspara, fire figment, wind figment, energy figment, stone figment, normal ketos, and kelp ketos

Number of Players
One or two groups

Goal
Obtain tarnished bronze right leg

Special Conditions
None

Credit
Group

Backstory
A large, but gentle and relatively intelligent cyclops named Kratos has the right leg of Agne. Kratos is a collector of items but he also likes to barter. He has no special affinity for the bronze leg, but he doesn't want to give it up without getting something in return. Figuring the leg has some special meaning to you, he asks for a hefty list of items in exchange for the leg.

Encounter
Kratos enjoys company, and he enjoys his game of barter. He's willing to give you the leg in exchange for the following items: a giant ketos fillet, a barrel of soothing water, the heads of Creon's six eldest sons, the scrying stone of Ghita, and a treasure chest taken from him by the Janni named Gaspara. Once you agree to obtain these items for Kratos, he gives you an empty barrel (to hold the water). You must then go out and obtain all of these items. He will not take them one at a time. You must return with all of them to complete the deal with Kratos.

You can fight Kratos, but it will be a tough battle, and he will not drop the leg if you win. The only way to win is to keep the bargain.

Giant Ketos Fillet

Once you have struck this bargain with Kratos, you can find an ordinary ketos or a kelp ketos and kill it for a giant ketos filet, which is a no-drop item.

Barrel of Soothing Water

To complete this part of the encounter, take the empty barrel to the Golden Oasis in Stygia, located in the Stygian Delta (57.9k, 29k). Once you get close enough to the water you seek, you enter an area called "soothing waters of the Golden Oasis." Use */forage* here to get the water. This works only if you have the barrel from Kratos.

Sons of Creon

Creon's six eldest sons can be found in one camp in Arbor Glen (16.3k, 40.4k). If you attack any one of the brothers, he yells for help and the other brothers come. The local centaurs will not necessarily join the battle, but their aggro radius doubles once you begin to fight one of the brothers. If the brothers get low on hit points, they may call for help from nearby centaurs, as well. Each time one of the brothers is killed, it drops a head (even if you aren't on Kratos's encounter).

Two of the sons are melee fighters, one is a healer, one is a naturalist, one is a multi-faceted caster, and one is an archer.

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Ghita

When you attack Ghita (Arbor Glen 3.2k, 21.8k), her statues come to life and begin attacking as archer/melee types. Ghita fights much like a Reaver. She uses life-drain attacks and Reaver combat styles (even though she doesn't carry a weapon—her claws are considered weapons). When she dies she drops the scrying stone, but only if you are on the Kratos encounter.

Gaspara

Gaspara is a janni who likes to hang out on a fallen piece of Aerus at Green Glades (50.2k, 45.7k). She is not hostile and can be approached safely. If you are not on the Kratos encounter, she makes no more than a polite response to any contact attempt. However, if you are on the Kratos encounter, she will know it and will know what you are after. She offers the treasure chest if the player can find the correct chest among five identical ones. Of the five chests, only one is the correct one, of course, and the others will reveal "surprises" in the form of level 65 elementals called "figments," based around fire, wind, energy, or stone. You must defeat the figment that appears. Then Gaspara will recast the chests, which are randomized each time.

If you pick the correct chest, she congratulates you and lets you leave. Kratos' Chest is added to the inventory of the person who chose.

Each player in a group who wants to complete this encounter must get one of the chests. You can repeat this step as many times as necessary.

Back to Kratos

Once you have the fillet, the barrel of soothing water, the six heads, the scrying stone, and the chest in your inventory, return to Kratos and speak with him. Seeing that you have your inventory full of items, he gives you a sack, which you must */use* to combine all the items into one "full sack." Give the full sack to Kratos and he gives you Agne's Leg, completing the encounter. Whoever turns in all of the components that Kratos has asked for gets the leg.

Special Drops

Agne's Leg

Encounter 8-6: The Statue's Noggin

Starting Point
Green Glades: 51.7k, 18.3k

Creatures Involved
Dawar, controlled statue, animated statues

Number of Players
Two to three groups

Goal
Kill Dawar and his controlled statue

Special Conditions
None

Credit
Battlegroup

Backstory

A jinni named Dawar was once bound to a man who saved all his magical wishes for an emergency, then died when Atlantis fell. No longer bound to anyone, Dawar decided to take things easy. During that time, he came across the head from Agne's statue. He cast a spell to make the head larger and set it upon a giant statue that had lost its head during the disaster. Using a control crystal he had also scavenged from the wreckage, he animated the statue and has kept it ever since as his servant and guardian.

Encounter

Dawar begins the fight as a ranged caster. He runs away and attempts to cast at a long range. He has an AE bolt spell as well as an air damage spell. He can cast these on distant attackers, even when he is engaged in melee combat, although there is a chance that his spell will be interrupted in melee. If he is not being attacked directly, he can cast spells continuously.

From time to time, Dawar's statue may call him to help with its attackers, at which point Dawar turns into a whirlwind and speeds to the target, casting a very large radius PBAoE energy spell. Then he attempts to run away again and resume his ranged attacks.

Dawar's statue can also go dormant during the fight and attempt to regenerate itself. When this occurs it will be out of the fight for 10 seconds, but it regenerates at a much faster rate than normal. You can either continue hitting it (but you can't damage it) or go after Dawar during this time.

During melee with the statue, there is a chance of chipping a chunk of it off, which then turns into a small animated statue, which falls under Dawar's control as well.

You will ultimately have to kill both Dawar and the statue, but it's probably best to kill Dawar first, because he has melee and PBAoE attacks, whereas the statue only uses melee.

Special Drops

Agne's Head

Encounter 8-7: Agne's Might (Torso)

Starting Point
Green Glades: 36.2k, 9.5k

Creatures Involved
Self-maintaining statue

Number of Players
One group

Goal
Destroy the statue with the torso

Special Conditions
None

Credit
Group

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Backstory
Some statues were designed to maintain and repair themselves and one another when they get damaged. They were fully autonomous guardians and trial challenges. Agne's Torso was integrated into one of these statues when Agne's statue was destroyed.

Encounter
The challenge of this encounter is that these statues, although they appear to be normal level 56 mobs, actually have twice the normal hit points, take 50 percent of the damage they normally would, and can partially heal themselves any time they drop below 90 percent health. You will have to hit them hard and knock them down quickly. Once you have found the one with the torso, kill it to complete the encounter.

Special Drops
Agne's Torso

Encounter 8-8: The Left Arm

Starting Point
Arbor Glen: 59.1k, 59.8k

Creatures Involved
Kynthia, Kaeriand, Giathna, Lomandeara, Quaria, Minarak, summoned cobra, Kynthia's Guide, summoned massive cobra, cobra guardian

Number of Players
Two to four groups

Goal
Kill Kynthia

Special Conditions
None

Credit
Battlegroup

Backstory
Part of the original trial in the glory days of Atlantis required would-be heroes to kill a gorgon. This requirement resulted in many gorgon deaths. Gorgons realized after the catastrophe that Agne's statue was an important part of the trial. They decided to prevent adventurers from completing the trials by taking the left arm of Agne's statue and hiding it.

Encounter
The goal of this encounter is to kill Kynthia, but her lair is located at the apex of a triangle of lairs, each with its own resident gorgon. Whenever you attack one of the gorgons in their lair, any adjacent gorgons send cobras to protect the gorgon under attack. This means that if you just rush in and attack Kynthia without taking out any of the other gorgons, you will have 25 cobras to handle, with more added every two minutes. So it's easier to take out the gorgons, beginning with those on the edges, where they are adjacent to only one other gorgon.

With a large enough battlegroup, you may be able to affect this scenario somewhat, because none of the gorgons can send reinforcements if they are engaged in battle. However, if they survive the battle, they can send reinforcements immediately.

Kynthia

Kynthia is blind and is poor at melee. She depends on her guide to pick out targets for her. While her guide lives, Kynthia can use snare AE damage bolts at the targets the guide picks for her. Occasionally, she summons forth a massive cobra who has a devastating poison direct damage attack each swing. This snake lasts for 20 seconds (about five attacks) then dies.

Once the guide is dead, she no longer can call these spells forward as she cannot see who to attack. She can still use her single-target stun on nearby players, as she can "feel" them out and stun them. Other than that she acts like a normal melee monster.

Special Drops
Agne's Left Arm

Encounter 8-9: Right Arm

Starting Point
Arbor Glen: approx. 13k, 10k

Creatures Involved
Statues and more statues

Number of Players
One group

Goal
Get Agne's Right Arm

Special Conditions
None

Credit
Group

Backstory
Somewhere back in the forgotten time since the Atlantean catastrophe, someone found the right arm from Agne's statue and placed it in a chest, guarded by many statues. Nobody knows who did this, but the chest, and the arm, remain there to this day.

Encounter
This is, essentially, a very basic gauntlet-type encounter. You must run down the hallway lined with statues, obtain the arm from the chest, and make it back out with the arm. That's the simple description. In reality, you will have to clear the statues, which will be dormant until you pass them in the hallway.

What you find here are Chrysiron statues (level 67) and their larger/stronger brothers, Helicaon statues (level 69). These statues have massive health and defense bonuses and an AE ice blast. It is possible to clear the waves one at a time and they will not respawn before you reach the chest.

Once someone gets the arm, the statues aggro on that player. If you don't clear the hallway of statues on the way in, extra statues spawn when the chest is open, making retreat even more difficult. Once you get out of the hallway, the statues die and respawn later in their dormant state.

Special Drops
Agne's Right Arm

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Encounter 8-10, Part I: Agne's Army

Starting Point
Arbor Glen: 35.5k, 87k

Goal
Defeat Agne

Creatures Involved
Agne, Agne's statues

Special Conditions
You must have all nine pieces of the Agne statue

Number of Players
Several groups

Credit
Battlegroup

Backstory

The ancient Atlanteans saw this encounter as a good test of a warrior's ability to fight in a large group. Poor strategies and poor tactics lead to disaster, even for a superior force. Prior to the fall of Atlantis, when the trials were in perfect order, Agne would be either repaired or reconstructed after each battle automatically. But after the fall of Atlantis, the pieces of Agne's statue were scattered all over Aerus. In order to face his challenge, would-be battle masters now have to locate all of the statue's pieces and take them to the Constructor at Agne's platform.

Encounter

To start this encounter, you must have all nine pieces of the statue. When you have all nine pieces, talk to the Constructor, who takes the nine pieces and begins to construct the statue. Within 30 seconds or so, the statue of Agne will be complete.

Agne immediately leaves the platform and, at the same time, the first wave of his warrior statues come to the front of the platform, joining Agne. Once all of the statues are lined up, including Agne, they will come to life. They will immediately aggro on anyone nearby.

The secret to killing Agne is to keep killing his warriors. Wave one consists of level 50s, mostly melee. Wave two statues are level 55, with a few more casters. Wave three statues are level 61 and consist of more casters than melee. With each wave you kill, it becomes possible to do more damage to Agne, but he can't be killed (take 100 percent damage) until the third wave has been destroyed.

Agne directs his forces to attack different targets through the course of combat. The targets he is most interested in will vary somewhat from one wave to the next. He tends to use his wings against a wide variety of targets during first two waves. But during the third wave he tends to use his soldiers against ranged targets more frequently than melee targets. Wave three also consists of more ranged soldiers than the first two waves.

After you kill the third wave of Agne's warriors, he will be vulnerable to kill. Before that, even though you can damage him, you can't kill him. For each wave you defeat, you whittle down Agne a little more. During the first wave, you can take him down to 75 percent health. During the second wave, you can take him to 50 percent. During the third, he'll go down to 25 percent, and after the third wave, you can kill him. He goes dormant between waves and cannot be hit then.

After Agne is defeated, the encounter can be restarted in 30 minutes. Upon his defeat, the door at the back of his platform opens and inside is where you'll meet the sphinx that guards the treasure. Use the key on the chest and obtain the Talos Power Crystal, which you will need to complete this trial.

Special Drops

Talos Power Crystal

Encounter 8-10, Part II: Talos

Starting Point
Arbor Glen: 55k, 36.5k

Goal
Kill Talos

Creatures Involved
Talos, altheas Talos statues

Special Conditions
Complete previous encounters

Number of Players
32–50 players

Credit
Battlegroup

Backstory

Talos once guarded the City of Aerus from all intruders. His giant strides took him around the entire city making it possible for him to reach any area of the city quickly. Upon the fall of Atlantis, the shrine that housed Talos fell intact to the world below. To this day, it is said that Talos still guards his small section of that once-glorious civilization.

Encounter

Talos is basically the gatekeeper to Aerus City, and you must kill him to move to the next trial. To activate the encounter, take the Talos Power Crystal obtained in the previous encounter and place it in the head at the center of Talos' Island. This causes the head to sink, along with the four floating columns. Talos, however, will appear and begin attacking anyone nearby.

In addition to Talos, two altheas Talos statues will appear, one male and one female. These statues will not attack; their sole purpose is to heal Talos to about 60 percent health once he reaches 25 percent or below.

Talos has quite an arsenal of attacks, all with area effects. His normal attack is faster than usual and causes a dust cloud to form around the player affected. He can also stomp on you, causing considerable damage. He has no special vulnerabilities, but it may turn out easier to land spells on him that it is on normal epic mobs.

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At first, the healer altheas statues are dormant, but once they come to life and begin healing Talos, they become vulnerable. However, upon being hit, the altheas has a two percent chance to spawn theurgist-like pets called purogenes. The purogenes die instantly if they are hit by cold-based damage and explode if they are hit by fire-based damage, which also kills them. Upon spawning, they attack for 15 seconds before dying. The altheas continue to heal Talos until they are killed.

If you fail to kill Talos, you have 45 minutes to return and try again. After that point, the encounter resets and you have to start with Agne again—meaning you need another complete set of statue parts. Once Talos has been defeated, however, you have completed the encounters for the eighth trial.

Special Drops

Albion	*Hibernia*	*Midgard*
Vial of Heavenly Breezes	*Vial of Heavenly Breezes*	*Vial of Heavenly Breezes*
Treasure Cache Key	*Treasure Cache Key*	*Treasure Cache Key*
Lightning Etched Plate Sleeves	*Lightning Etched Scale Sleeves*	*Lightning Etched Studded Sleeves*
Lightning Embossed Cloth Sleeves	*Lightning Embossed Cloth Sleeves*	*Lightning Embossed Cloth Sleeves*
Lightning Etched Leather Pants	*Lightning Etched Leather Pants*	*Lightning Etched Leather Pants*
Lightning Etched Studded Vest	*Lightning Etched Vest*	*Lightning Etched Studded Vest*
Storm Struck Mace	*Storm Struck Mace*	*Storm Struck Fang*
Storm Struck Falchion	*Storm Struck Sword*	*Storm Struck Short Sword*
Squall Shadowed Mace	*Squall Shadowed Mace*	*Squall Shadowed Axe*
Storm Struck Harpoon	*Squall Shadowed War Adze*	*Squall Shadowed Hammer*

Trial 9

Encounter 9-1: Kyros

Starting Point
Aerus City: 33.7k, 22.5k

Goals
Defeat Kyros

Creatures Involved
Kyros

Special Conditions
None

Number of Players
Two to three groups

Credit
Battlegroup

Backstory

Kyros was the greatest and most powerful warrior in the history of Atlantis. So skilled was he that he could adapt to the fighting style of any enemy, and in the same battle he might assume the role of an archer, nuker, light or heavy melee, or healer. Kyros's statue sits alone on an island, testament to his greatness.

Encounter

True to his legend, Kyros can adopt many of the skills of different warriors and casters. He can take on the characteristics of a Briton Polearm Armsman or Wizard, a Hibernian Champion or Enchanter, or a Midgard Warrior or Runemaster.

The way this works is that Kyros checks who has hit him at any point in the battle and randomly adjusts to his enemy, becoming one of the aforementioned melee classes or caster classes, as appropriate. When he does this, he also morphs into that type of character, including appropriate race. With this change, he gains the base style and spell lines of that class. However, that is not all. He also has some special abilities, depending on which class he has adopted:

Armsman: *Storm the Front. He charges his attacker, sticks to him or her, and doesn't lose aggro.*

Wizard: *Destroy the Reinforcements. He picks out distant targets for 15 seconds and nukes them with AE fire damage.*

Champion: *He gains a defensive healing shield proc and an offensive snare proc.*

Enchanter: *He gains a very large radius, high damage PBAoE.*

Warrior: *He gains huge defensive and offensive bonuses and grows in scale.*

Runemaster: *He gains an AE spear spell, which he casts at random targets.*

Special Drops

None

Encounter 9-2: Lachlen

Starting Point
Aerus City: 35.7k, 8.2k

Goal
Kill Lachlen

Creatures Involved
Lachlen, Weary Explorer

Special Conditions
None

Number of Players
One group

Credit
Group

Backstory

In Aerus City, there is a statue of a great Atlantean explorer named Lachlen. The statue is guarded by its own army of Weary Explorers, animate statues of the original Lachlen's exploratory force. Because Lachlen had traveled everywhere, facing great danger throughout the lands, he became a master of defensive arts.

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Encounter

Speak to Lachlen and he briefly tells you about his explorers and the hardships they have endured. He says that "at least one of them remains alive." This is a clue to the encounter.

What you have to do is kill all six of his Weary Explorers, watching out for adds in the area. Once all six of the Weary Explorers are dead, you can fight Lachlen, as he holds you responsible for the death of his men.

Lachlen has a lot of hit points and his defense is very good. He evades a lot and has an insta-heal, plus a DD defensive proc. With patience, one group should be able to defeat him.

Special Drops

None

Encounter 9-3: Lethos the Unifier

Starting Point
Aerus City: 35.5k, 16.3k

Number of Players
16–32 level 50

Creatures Involved
Lethos, Timanthes, Zarlanthus, Gyges, Anzelm

Goal
Kill Lethos the Unifier and his advisors (Timanthes, Zarlanthus, Gyges, and Anzelm)

Special Conditions
None

Credit
Battlegroup

Backstory

A statue was erected in honor of Lethos, the early warlord who combined the use of force and diplomacy in the formation of the Atlantean nation. The statue of Lethos still sits in the center of the remains of a small temple. Just outside the temple are statues of his four most trusted military and diplomatic advisors.

Encounter

To begin with, all the statues are dormant, and they only awaken when you attack Lethos. Only Lethos and Anzelm can move from their pedestals initially, but once Lethos dies, all statues can move.

Lethos attempts to get Anzelm to BAF by running into his aggro radius. The others attack if the battle reaches their radius of aggression, as well.

Part of the trick to this encounter is that each of Lethos's advisors has specific abilities, and if they die they confer those abilities to Lethos. Even if Lethos has been killed, he confers any abilities he has to the other statues as well.

Both Lethos and Anzelm can do considerable damage in melee. You'll want good tanks and healers, and you'll want to stay clear of the other statues until you have taken care of these guys.

The statues have the following special abilities, which they can confer to Lethos upon death:

Lethos: No special abilities

Timanthes: Lifetap, debuffs, snares, mez

Zarlanthus: Healing other statues and bladeturns

Gyges: Direct damage spells, damage over time spells

Anzelm: Access to all Hibernian weapons and styles

You must defeat Lethos and all his advisors to get credit for the encounter.

Special Drops

None

Encounter 9-4: Kings of Atlantis

Starting Points
Aerus City: 33k, 43k; 33.9k, 44.6k; 37.1k, 45.6k; 37.4k, 42.9k

Creatures Involved
The Tactician, Soldier of the Tactician, the Brave, the Coward, the Terrible, sacrificial healer, energy trap, deadly energy, rooting statue, blasting energy, ghostly statue

Number of Players
Two to three groups

Goal
Kill all four Atlantean Kings

Special Conditions
Requires a control crystal

Credit
Battlegroup

Backstory

Of the many kings of Atlantis, four earned nicknames that expressed something about their personalities. These were the Tactician, for his commanding prowess; the Terrible, for his horrendous tactics; the Brave, for his ability to charge into battle without fear; and the Coward, who would rather retreat from a fight than die trying.

Encounter

To complete this encounter, you need to defeat each of the four nicknamed kings of Atlantis. You can defeat them in any order. Before you can attempt this, however, you need to acquire a control crystal, which you can get by killing an avriel controller, which you will find in the City of Aerus.

Once you have the control crystal, approach one of the four statues and it takes the crystal from you. You must defeat it to get the crystal back, or you have to go get another. Each time you approach one of the four statues, this repeats. Defeat all four and you complete the encounter.

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The Tactician

The Tactician leads many minions into battle, assigning them each a specific task. One is sent after players engaged in melee with the Tactician. Another is sent after casters and healers. A third is sent randomly after specific targets and told to stick until one of them dies. When the Tactician gets low on hit points, two nearby statues become animated and join the battle.

The Brave

The Brave simply fights alone. He believes he is strong enough and courageous enough to fight without any help. He picks a target and sticks to that target, regardless of the amount of damage or taunting he receives from other players. If he succeeds in killing that player, he switches to another target. One problem with this encounter is that he has a high chance of choosing a healer to attack, and there is no way to get him off.

To make this encounter even harder, he can lifetap every time he attacks a new player, sucking some hit points to heal himself. If he manages to kill eight players, he gains two levels and his offensive bonus grows considerably.

The Coward

The Coward is a complex mob with several tactics at his disposal. First, when he gets down to about 75 percent health, he'll summon two healers. You have to kill them or the battle becomes pretty much impossible. Then, if he reaches about 65 percent health, he runs away, entering a nearby house. As he does so, he activates an energy trap that causes about 100 damage per second for 15 seconds to anyone it attaches to, then it disappears. About 30 seconds after he enters the house, he leaves again, this time summoning rooting statues to freeze his pursuers and give him more time to heal. Finally, he creates a ring of energy and stands within its range. Within this ring, he can cast very strong nukes at faraway attackers while those inside the ring take about 70 damage per second.

To begin with, destroy the Coward's healers as soon as possible. When he runs into the hut, one good strategy is to attack him with ranged attacks and avoid his traps altogether, though you can send tanks in after him and risk the traps. Then, when he runs out and begins summoning his rooting statues, the best way to foil that plan is not to stick to him and have ranged fighters position themselves ahead of his path while he is still in the hut.

For the ring of energy, anyone outside will get hit with a very damaging spell while anyone inside takes small amounts of damage over time. The best way to approach this is to determine how best your group can handle its healing…healing over time, or healing in big spurts every now and then. Either way, some healing will probably be needed.

The Terrible

This encounter is fairly simple, in theory. You just have to kill the Terrible, who likes to use DoT disease spells. However, each time he kills a player, a ghostly statue appears above the player's corpse. This statue splits off lesser versions of itself every 10 seconds, up to four times, at which point the original dies, but the four copies remain. Any time one of these statues kills a player, they also spawn a ghostly statue, which begins the process of splitting, as well. So, the more player deaths you have in the battle, the more difficult it will be.

Ghostly statues are basic melee mobs. They are resistant to matter damage, but very vulnerable to heat, and somewhat vulnerable to crush, slash, thrust in that order.

Special Drops
None

Encounter 9-5: Nelos

Starting Point
City of Aerus: 20k, 16.3k

Goal
Kill Nelos

Creatures Involved
Nelos, Students of Nelos

Special Conditions
None

Number of Players
Two to three groups

Credit
Battlegroup

Backstory
Nelos was once a great scholar of Atlantis, and so great a teacher was he that his students could learn any skill simply by watching him. Students used to come from all the realms to learn from Nelos.

Encounter
The trick to Nelos, who is level 75, is that he summons his past students, and all of them attack. Whenever Nelos has used any of his abilities five times, his students acquire that ability. He has the following abilities, which he can pass along to his students: energy based PBAoE, heal spell, stun.

Once his students learn the abilities, you can hit them with cold, energy, or spirit damage, which has some chance of making them forget an ability. If you do succeed in making them forget the ability, they cannot regain it for the rest of the encounter.

As for Nelos, a good strategy is to kill some students before you get too far into the fight. If the students don't die quickly, it increases the risk that Nelos will teach them his abilities, and you'll end up with multiple stunning, PBAoEing, healing monsters to deal with. Also, keep on top of the students and wipe their memory as soon as possible if they learn something new.

Special Drops
None

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Encounter 9-6: Patrolling the City

Starting Point
City of Aerus: 28.4k, 9.7k

Creatures Involved
Katri, Katri's Personal Guard, avriel guardian

Number of Players
One or two groups

Goal
Kill Katri

Special Conditions
None

Credit
Battlegroup

Backstory
Katri is one of the most well-known and honored avriel who ever lived. She wanders around Aerus City making sure peace is maintained.

Encounter
Katri is a centaur who travels the lower areas of Aerus City with her Personal Guard. When she is attacked, she sends her Personal Guard to go get help. You can try to kill the Personal Guard, but it keeps moving and ignores your attacks. You can hurt Katri, but you can only get her down to about 75 percent health. She can only be killed once the Personal Guard returns with five more avriel guardians. At that point, you can kill Katri, but you will have more of a battle on your hands.

Pick your battle area carefully. Because Katri wanders, be sure to clear the area of any other mobs so you don't get a ton of adds to make your life more miserable than it has to be.

Katri's is a semi tank/healer. She has an AE lightning spell as well as numerous heal spells at different times. Her Personal Guard and guardians also have heal spells, so take them down first or it will be a long fight.

Special Drops
None

Encounter 9-7: Uncontrolled Host

Starting Point
City of Aerus: 25.2k, 32.9

Creatures Involved
Iaculus

Number of Players
One group or less

Goal
Kill a Puissant Iaculus

Special Conditions
The Puissant Iaculus must spawn

Credit
Battlegroup

Backstory
The iaculi are cannibalistic and often attack one another.

Encounter
The basic element of this encounter revolves around the iaculi in Aerus City. They tend to attack and kill each other when their population reaches a certain density. There are four kinds of iaculi—one is range resistant, one can cast poison DoT, one casts an AE poison spell, and one has a bleed attack. Each time an iaculus kills another, it gains in power and level. If one iaculus kills at least one of each of the different types, it becomes a level 65 Puissant Iaculus with the abilities of each of the other types. Find one of the Puissant Iaculi and kill it to complete the encounter.

The Puissant Iaculus has all four attacks, plus an extra high offense, defense, and hp bonus. Also you cannot pull it off the first person it aggros on till either that character dies or it dies. Like all of the iaculi, the Puissant Iaculus has a high resist to body and weakness to cold.

Special Drops
None

Encounter 9-8: Sphinx

Starting Point
City of Aerus: 26.3k, 35.6k

Creatures Involved
Kiran, Roshan, Chan, <your name> guardian

Number of Players
32–40

Goal
Kill Kiran, Roshan, or Chan

Special Conditions
None

Credit
Battlegroup

Backstory
The sphinxes are the guardians of Aerus. There are several named sphinxes throughout the area.

Encounter
The goal of this encounter is to kill Kiran, Roshan, or Chan, who are neutral before being attacked. However, if you attempt to pass one of these sphinxes without fighting and you haven't defeated any of the others, you will acquire a purple mob called <your name> guardian. The game does a check every 5 minutes, and there is a 35 percent chance that your "guardian" will go aggro on you.

If you kill a sphinx or have already passed the encounter, you will not have to worry about the guardians. There is no difference between the three sphinxes. They all stand in their spots and fight. They hit very hard and have a lot of health and a bonus to offense and defense. The guardians are level 75 melee NPCs, and by themselves they are easy. But when three or more all aggro at the same time you should careful. Basically, don't waste time. Kill one of the sphinxes so your group doesn't have eight or more guardians following you, never knowing when they will attack.

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Special Drops
None

Encounter 9-9: Winged Centaur

Starting Point
City of Aerus: 25.8k, 41.4k

Creatures Involved
Avriel, Neola, avriel guardian

Number of Players
About two groups

Goal
Kill Neola and her guardians

Special Conditions
Kill 30 avriel to cause Neola to spawn

Credit
Battlegroup

Backstory
Neola is the guardian of the avriels. It is her duty to protect her kind and she will try to stop anyone who harms her sisters.

Encounter
Your goal is to kill Neola and her guardians, but to get them to appear, you must kill 30 other avriel. You will get a message each time you kill one. When you have killed number 30, Neola (level 65) and her guardians (level 60) spawn and head to that spot, attacking anyone who is near. If nobody is there, they head to the spot of the next avriel you kill.

Neola has a standard melee attack with a high offensive bonus and can heal herself. She also can use an occasional direct damage spell. The avriel guardians are pure melee types that can heal. It's probably best to take out the guardians first.

Special Drops
None

Encounter 9-10: The Phoenix

Starting Point
City of Aerus: 26.k, 32.5k

Creatures Involved
The Phoenix, Generator Operator, Phoenix Ozos

Objects Involved
Generators

Number of Players
38+

Goal
Kill the Phoenix

Special Conditions
Complete all other Trial 9 encounters

Credit
Battlegroup

Backstory
The Phoenix is a powerful mythical creature who was revered by the Atlanteans. For this reason, they made him the ultimate encounter to prove a hero's worthiness to be a master of the Trials of Atlantis.

Encounter
The Phoenix gains special powers from three orbs, called Generators, that shine light on it from three islands nearby. One Generator is at approximately 26.6k,19.9k. The second is at approximately 33.9k, 30.1k. The third is at approximately 20.3k, 31.9k. You have to destroy each of the Generators to weaken the Phoenix enough to be killed.

Each orb can be attacked, much as you would attack a fortress door. However, once a Generator has been deactivated by your attacks, an NPC called the Generator Operator leaves his dormant state and heads for the Generator to repair it. If he reaches the Generator, it will be repaired and at full capacity. You kill the Generator Operator before he reaches the Generator. Each time you kill the Generator Operator, he respawns at his original location and starts toward the Generator again.

The power of the Generators accumulates to boost the Phoenix.

When all three Generators are up:

- *He cannot be damaged past 75 percent of his health.*
- *Upon taking damage, he occasionally casts flying fireballs that explode at close range and cast a small radius AoE fire spell.*
- *Upon taking damage, occasionally an AoE fire reverse proc fires on the players.*

When one Generator is destroyed:

- *He cannot be damaged past 50 percent of his health.*
- *Upon taking damage, he occasionally casts flying fireballs that explode at medium range and cast a small radius AoE fire spell (slightly weaker than previous spell).*
- *Upon taking damage, occasionally an AoE fire reverse proc fires on the players (weaker than the previous proc).*

When two Generators are destroyed:

- *He cannot be damaged past 25 percent of his health.*
- *Upon taking damage, he occasionally casts flying fireballs that explode at far range and cast a small radius AoE fire spell (slightly weaker than previous spell).*
- *Upon taking damage, occasionally an AoE fire reverse proc will fire on the players (weaker than the previous proc).*

When all Generators are destroyed:

- *He can be killed.*
- *He does not cast fireballs.*
- *There is no reverse proc.*

With or without the Generators, the Phoenix casts fireballs about two percent of the time. These fireballs will grab players within a 200 unit radius and carry them 2,000 units away, then explode, dropping the player to the ground. (You will not take falling damage…don't worry about that, at least.)

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This encounter requires teamwork and lots of firepower. You have to destroy the Generators (hit them low on the surrounding wall) and keep them inoperative by killing the Generator Operators repeatedly while hacking away at the Phoenix until he is defeated. At that point, you have completed all the encounters for Trial 9 and are a hero of the Trials of Atlantis.

Special Drops

Albion	*Hibernia*	*Midgard*
Pants of the Repentant	*Legs of the Transcendent*	*Legs of the Vehement*
Legs of the Transcendent	*Woven Feather Pants*	*Legs of the Mutilator*
Legs of the Instigator	*Legs of the Unrepentant*	*Legs of the Instigator*
Woven Feather Pants	*Pants of the Transfixer*	*Woven Feather Pants*
Legs of the Unrepentant	*Legs of the Instigator*	*Legs of the Unrepentant*
Pants of the Transfixer	*Legs of the Ascendent*	*Pants of the Transfixer*
Legs of the Ascendant	*Legs of the Sentinel*	*Legs of the Ascendant*
Legs of the Aggressor	*Legs of the Vanquisher*	*Legs of the Aggressor*
Legs of the Subjugator	*Legs of the Subjugator*	*Legs of the Subjugator*

Trial 10

Starting Point
A special portal is generated in random spots throughout Atlantis. If you have finished ML9, step into the portal and you are transported to a portal in the City of Aerus.

Creatures Involved
Sagittarius, Scorpius, Centaurus, Leo, and Draco

Number of Players
Four groups

Goal
Survive the final trial and you will have completed all the Trials of Atlantis

Special Conditions
Must be ML9 to enter and compete in ML10 trials

Credit
Battlegroup

Note

Celestius
This is one long trial. The encounter mobs spawn consecutively with a small breathing period in between battles. Celestius is also a RvR zone, so be mindful of your surroundings. You never know when another realm will crash the party.

Encounter 10-1: Sagittarius

Backstory

The constellation Sagittarius represents the centaur Chiron. In mythology, most of the centaurs were regarded as bestial because they were half horse. However, the ancient Greeks respected the horse, and were reluctant to deem the centaurs entirely bad. In fact, the centaur Chiron was renowned for his gentleness. He was an excellent archer, musician, and physician, and he tutored the likes of Achilles, Jason, and Hercules.

Chiron, however, was accidentally shot and wounded by Hercules. The arrow, which had been dipped in the poison of the Lernaean Hydra, inflicted great suffering on Chiron—so great that even the talented physician could not cure himself. In agony as an immortal unable to find release in death, Chiron offered himself as a substitute for Prometheus. The gods had punished Prometheus for giving fire to man by chaining him to a rock. Each day an eagle would devour his liver, and each night it would grow back. However, at the request of Hercules, Jupiter agreed to release Prometheus if a suitable substitute could be found. Chiron gave up his immortality and went to Tartarus in place of Prometheus. In recognition of his goodness, Jupiter placed him in the stars.

Encounter

Sagittarius is the first of the five Draco encounter stages. In addition to being level 86, Sagittarius wields both a bow and a spear. Each weapon allows him to use certain special abilities.

Sagittarius using his bow:

- *Sagittarius's bow has a low delay, enabling him to fire it very quickly.*
- *Sagittarius uses three unique offensive procs with his bow, each of which he will cycle through.*
- *Sagittarius begins by using his poison arrow. The poison arrow is a linked spell that has two components, and each strikes a large radius. The first component, "Deadly Plague," is a disease spell that lasts 20 minutes unless it is cured, debuffs strength, and snares and reduces the effectiveness of heals on the victim. The second component is "Eternal Suffering," which is a 5-minute poison DoT that ticks every 10 seconds. After 10 seconds, Sagittarius cycles over to his second arrow type.*

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- *Sagittarius's second arrow type, "Cold Arrow," has three components. The first component, an AE direct damage spell called "Freezing Comet," hits a very large radius for significant damage. The second component, "Freezing Void," snares everyone in a large radius around the target for 30 seconds. The last component, "Absolute Zero," debuffs everyone's Dex and quickness in a large radius around the target for 60 seconds. A few moments after acquiring his proc, Sagittarius cycles over to his last arrow type.*
- *Sagittarius's third arrow type, "Fire Arrow," has two components. The first component is a simple AE fire direct damage spell that hits a large radius for significant damage. The second component causes six fireballs to spiral out from the target hit by Sagittarius's arrow. These fireballs travel a random distance in six different directions from the target, and detonate themselves before degenerating. Sagittarius uses this arrow for about 40 seconds before choosing his poison arrows again and restarting the cycle.*

Sagittarius using his spear:

- *Sagittarius's spear has a low delay, allowing him to attack frequently.*
- *Sagittarius switches to his spear when he is engaged in melee combat. He occasionally uses one weapon style with his spear to deliver a big hit.*
- *While using the spear, Sagittarius can cast strong PBAoE energy and cold-based nukes. He issues a warning when he is building up to cast this nuke six seconds before he begins to cast it.*
- *While using his spear, he can spawn six magical floating bows around himself in a large radius. These bows are aggressive and do not spawn if a player is within their aggression radius.*
- *The bows use the same three unique arrow types that Sagittarius uses and randomly select which arrow they will have when they spawn. Unlike Sagittarius, they do not cycle which arrow they use. Because the bows are level 50, the spells they cast are much weaker than the ones Sagittarius casts.*
- *The bow monsters are weak, but they evade 75 percent of any incoming attacks. If more than three players attack a bow, the evade chance of the bow is nullified.*
- *When players engage the bows in melee combat, the bows become spears. When they switch weapons they also change their name from "Sagittarius's Bow" to "Sagittarius's Spear." "Sagittarius's Spear" monsters use a variety of spear styles and switch their offensive proc from the unique bow proc they were assigned at spawn to a short duration stun proc.*

In this encounter, if players choose to engage Sagittarius in melee, they must have some of their raid party tasked to do nothing but deal with the "Sagittarius's Bow" spawns. Sagittarius can also be fought exclusively from range, but his fierce arrows become a deadly factor unless players spread themselves out over the battlefield. If he is being fought exclusively at range, his spreadfire fire arrows may be avoided through careful positioning if the target he is shooting doesn't move.

Encounter 10-2: Scorpius

Backstory

Scorpius is a constellation. The scorpion is generally believed to be responsible for the death of the great hunter Orion. According to some myths, the scorpion stung Orion in response to his boast that he could defeat any beast; according to others, the scorpion was sent by Apollo, who was concerned for his sister Diana's continued chastity. In either case, Scorpius was placed in the opposite side of the sky from Orion to avoid further conflict. It is located to the southeast of Libra, and is marked by the bright red star Antares.

Encounter

Scorpius has a few abilities he uses against players. His first ability is a plague that he creates on players. Casting cure disease removes the plague.

Scorpius can release deadly poison on players by stinging them.

Scorpius can also teleport players into the Energy Barrier, a large, glowing shield, pulsating with damage. It does low damage, about 50–100, every few seconds to people around it, but it can be destroyed. If a player is caught inside the barrier they will be tossed about. Only eight can be captured at any given time. When a player reaches 10 percent HP, he or she is launched into the air and thrown from the barrier, and usually dies from the falling damage. If the barrier is destroyed, it drops all the players currently trapped inside the barrier. Anyone who walks inside the barrier will be captured and forced to spin around inside.

Scorpius can also summon forth a meteor shower once he is below 50 percent health. You can look into the sky and see bright white balls of energy flying to the ground, exploding with AE damage. The meteor lands in a random location. You can avoid meteors if you pay attention while fighting Scorpius.

Encounter 10-3: Centaurus

Backstory

Centaurus is one of several constellations that deals with the Labors of Hercules. On his way to his fourth labor, Hercules stops to visit a centaur named Pholus. When he opens a cask of the centaurs' wine, they become enraged and attack him. In the ensuing battle, he accidently wounds Chiron with a poison arrow. After the battle, Pholus examines one of Hercules's arrows to see why it's so deadly, but he drops it and it kills him instantly. The constellation Centaurus represents these two centaurs.

Encounter

Centaurus is a tough monster to bring down. To do significant damage to him, you must obtain a Vial of Cracked Poison and throw it at him (*/use*) at the proper time. It is possible to kill him without using the vials, but the battle would take a very long time.

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Centaurus drops one of these vials three minutes after he spawns. There's also a 10 percent chance he will drop a vial after he kills a player. In each instance a broadcast message notifies players that this has occurred. The player who picks up the item receives a confirmation box stating that the vial appears to have some poison remaining inside.

Now that the player who has the vial can */use* it on Centaurus. To damage him, however, he or she must use it on him when he is in his mortal, not immortal, form. Players receive a message indicating when he is changing forms, and he visibly changes shape. Once he is in mortal form, */use* the vial while he is your target. You instantly damage him in the amount of 25 percent of his current hit points. He cannot be killed in this way, however. He has a minimum hit points threshold that can be crossed only via conventional attacks.

Centaurus morphs into his mortal form for 15 seconds every 6 minutes. The vial affects his health only while in his mortal state. Centaurus's name changes randomly to either Pholus or Chiron when he has morphed to his mortal state. His name returns to Centaurus when he transforms back to immortal form.

Centaurus uses two attacks in addition to standard melee fighting. One of these attacks is a conventional PBAoE with increased damage, but the other is unique. Centaurus picks a target during the fight and insta-casts a DoT spell on the target that lasts several minutes. When this occurs, a message notifies you that the DoT is named "Gift from Hercules," a reference to the backstory and mythology surrounding this encounter.

Encounter 10-4: Leo

Backstory

The constellation Leo is generally accepted to represent the Nemean Lion, killed by Hercules during his first labor. According to myth, the Nemean Lion had an impenetrable skin. Hercules got around this potentially serious obstacle by wrestling the lion and strangling it to death. He then removed one of its claws, and used it to skin the animal. From then on, Hercules wore the skin of the Nemean Lion as protection.

Encounter

Leo has four main attacks:

- *The first one is a toss in the air attack. Leo grabs you and sends you hurtling up into space. You'll get a 5–10 second view of Celestius from space, then fall for about 35–75 percent of your health.*
- *The second attack is his charge attack. Depending on were Leo is located, he runs to the far side of the room, then splits into four small lions, called Leo's Pride, which cannot be killed. They attack for only a few seconds, doing massive damage before running back to where Leo was standing when he split to turn back into Leo.*
- *Leo's next attack is a double spell: Leo's Roar and Leo's Terror. They both hit at the same time. Leo's Roar is an AE Stun and Leo's Terror is an AE Fumble.*
- *Leo also casts Leo's Bite when he is hit. It is a very high damage bleed DoT spell.*

Leo is extremely resistant to slash and thrust, and has high resist to heat, cold, body, and spirit. He has an extremely high damage penalty against crush, matter, and energy.

Encounter 10-5: Draco

Backstory

Draco destroyed Atlantis per the god's wishes after they became infuriated over the Atlantean's development of magic and technology that let them reach farther into the heavens than where mere mortals were allowed. The Atlanteans were warned to cease their exploratory efforts into the god's domain, but the warnings were not heeded.

Encounter

Draco is the final encounter for Celestius, and the final encounter for all of the Trials of Atlantis. Draco has two special attacks, each of which has a chance to fire on players during each combat round.

The first attack is a dragon breath spell. This is an AoE attack that targets the players and does cold damage. At the end of the attack, five monsters named Ladon's Minons spawn on the players. Ladon is the mythological creature represented by the constellation Draco. Ladon's minions take the form of the previous Celestius boss monsters (Leo, Scorpius, and Centaurus). These level 55 monsters are smaller versions of their predecessor with no special attacks and a high resistance to melee attacks. Melee players should ignore these monsters while the casters take them down. They are weak to all magic.

The second attack is a black hole. A hole opens up and sucks in nearby players. After a few seconds the spell ends and a PBAoE spell goes off, injuring all who are stuck in the black hole.

Master Levels

When you have successfully completed the first of the Trials of Atlantis, you can return to the Arbiter and he offers you a choice of paths. Each character class has two path options. Once you choose a path, you gain abilities associated with that path each time you complete another trial. There is a chance that the final boss of each trial will drop special "respec" stones that allow you to change your path, but otherwise, you stay on that path and gain its abilities only.

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The choice of paths largely depends on what kind of abilities you would like to enhance. Some of the paths are more focused on offense, some more on defense. Some are more focused on groups and zergs, while others may turn out to be more useful for solo players. Probably the best way to determine which path you would prefer for your character's class is to look at each of the 10 abilities conferred with that class and see how they fit into your playing style.

In addition to your master level path, you also have to gain special experience to complete your master level. Only certain creatures grant master level experience.

Master Level Xp

One way to gain master level experience is to fight certain mobs in both the old worlds and in the Atlantis zones. The other way to gain master level experience is by helping other players complete the trials for the first time. The guidelines for this are as follows:

- *The experienced player must be grouped, not just battlegrouped, with a player who will be receiving credit for the encounter for the first time.*
- *The experienced player must have the previous trial (read master level) completed in order to receive credit.*
- *You get credit for each player in your group who has not completed the trial encounter. So if one person in your group has not, you get credit once. If more than one, you get master level experience credit for each person who is completing the encounter for the first time.*

NOTE

Not all trial encounters offer master level experience rewards. As an example, encounters that you can complete solo do not provide master level experience. Encounters that require players to */use* an item or open a treasure chest, for example, are also not flagged to provide master level experience.

Master Paths by Character Class

Banelord

Banelords are essentially defensive and can be helpful to groups by debuffing enemies and buffing their allies. Their abilities could be useful for a solo player, but might be especially appreciated in larger encounter situations.

Convoker

The Convoker can be especially useful in large group and siege conditions. He can summon items and pets, and cast some wards to affect enemy players, including revealing stealth players within a limited radius.

Battlemaster

The Battlemaster's abilities are somewhat varied, but would be useful for a defensive tank and could be useful in group battles. They have mostly defensive abilities, although there is some offense mixed in along with the Faultfinder style that can be useful in siege situations. The eighth-level ability, Bodyguard, is a guard ability that basically protects another player from any melee damage as long as the guarding player is still alive.

Perfector

The Perfector is basically an enhanced healer, with almost all abilities geared toward healing and related powers, although some abilities have to do with reducing negative effects such as nearsight, snares, roots, and the like placed on allies by their enemies. At the ninth level, the Perfector gains a ward that drains enemy characters' power, but that is the only "offensive" ability the Perfector gains.

Sojourner

The Sojourner's abililty to teleport himself or his group to his world bindpoint is handy, and phase shift and forceful zephyr are excellent defensive and offensive abilities, respectively, in RvR. Sojourner abilities can be useful for solo players or in group situations.

Stormlord

The Stormlord can summon a variety of storm effects that damage or weaken enemy players in addition to countering the effects of storms created by enemy players. Stormlords would probably find themselves most effective in group situations.

Spymaster

The Spymaster's abilities are pretty consistent with stealth players and their normal strategies, and, if gained, can enhance a stealther in various ways. One interesting new ability allows the Spymaster to lay down invisible runes that can do damage to enemies through snares and poison spells. Along with specifically stealth-based abilities, a high level Spymaster can also be very helpful in siege situations.

Warlord

The Warlord can offer all kinds of support in group and large group situations with a variety of "shouts" that have good range and can affect allies and enemies in a variety of ways. Warlords can help to regenerate allies, reduce enemy chances to hit, reduce fatigue costs for allies, and much more. Although the range of these abilities varies, some can extend as far as 1,500 units and affect every ally or enemy within that range.

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Master Paths by Character Class

Albion			Hibernia			Midgard		
Paladin	Warlord	Battlemaster	Enchanter	Convoker	Stormlord	Thane	Battlemaster	Stormlord
Armsman	Warlord	Battlemaster	Mentalist	Stormlord	Warlord	Warrior	Warlord	Battlemaster
Theurgist	Convoker	Stormlord	Blademaster	Battlemaster	Banelord	Shadowblade	Spymaster	Battlemaster
Cleric	Warlord	Perfector	Hero	Battlemaster	Warlord	Skald	Warlord	Sojourner
Wizard	Convoker	Stormlord	Champion	Battlemaster	Banelord	Hunter	Sojourner	Battlemaster
Sorcerer	Convoker	Stormlord	Warden	Battlemaster	Perfector	Healer	Sojourner	Perfector
Infiltrator	Spymaster	Battlemaster	Druid	Convoker	Perfector	Spiritmaster	Convoker	Stormlord
Friar	Battlemaster	Perfector	Bard	Sojourner	Perfector	Shaman	Convoker	Perfector
Mercenary	Battlemaster	Banelord	Nightshade	Spymaster	Stormlord	Runemaster	Convoker	Stormlord
Necromancer	Convoker	Stormlord	Ranger	Battlemaster	Sojourner	Bonedancer	Convoker	Banelord
Cabalist	Convoker	Stormlord	Animist	Convoker	Stormlord	Berserker	Battlemaster	Banelord
Reaver	Battlemaster	Banelord	Valewalker	Battlemaster	Stormlord	Savage	Warlord	Battlemaster
Scout	Battlemaster	Sojourner	Eldritch	Convoker	Stormlord			
Minstrel	Warlord	Sojourner						

Master Abilities by Path

Banelord

#	Ability	Cast Time	Recast Time	Duration	Description
1	Zone of Unmana	0	300 seconds	20 seconds	Point-blank area effect shout (700 radius) that penalizes the casting time of enemy casters by 50%.
2	Primal Agony	0	300 seconds	0	Point-blank area effect shout (1,000 radius) that reduces the power/health/fatigue of enemies by 10% of their current value.
3	Oppression	0	300 seconds	20 seconds	Point-blank area effect shout (1,000 radius) that decreases enemies' max encumbrance by 75%.
4	Inexorable Defeat	0	300 seconds	20 seconds	Point-blank area effect shout (1,000 radius) that increases the fatigue cost of enemy actions by 50%.
5	Tactical Insight	0	300 seconds	30 seconds	Point-blank area effect shout (1,500 radius) that decreases the chance for enemies to hit nearby allies by 15% .
6	Snaring Tendrils of Power	0	12 seconds	10 seconds	Point-blank area effect shout (700 radius) that snares nearby enemies by 50% of the enemy's current speed, but stuns the user.
7	Chaotic Power	0	300 seconds	30 seconds	Point-blank area effect shout (1,000 radius) that provides a 10% increase to the chance for allies to hit enemies.
8	Agony Transmission	0	600 seconds	0	Point-blank area effect shout (1,000 radius) that reduces the power/health/fatigue of enemies by 30% of their current value, but costs the user 75% of his or her own health.
9	Demoralization	0	300 seconds	30 seconds	Point-blank area effect shout (1,000 radius) that reduces the effective spec of enemies for determining variance for spell and melee damage by 15%.
10	Banestrike	0	900 seconds	15 seconds	Point-blank area effect shout that boosts by 25% the damage of attacks from nearby allies.

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Warlord

#	Ability	Cast Time	Recast Time	Duration	Description
1	Siege Master	n/a	n/a	n/a	Reduces all siege timers (load/aim/fire) by 30%. Passive ability.
2	Bolstering Battlecry	0	300 seconds	0	Point-blank area effect shout (1,500 radius) that heals allies' health, power, and fatigue by 10%.
3	Cowering Bellow	0	300 seconds	20 seconds	Point-blank area effect shout (1,500 radius) that sends realm enemy monsters running.
4	Resilient Will	0	300 seconds	30 seconds	Point-blank area effect shout (1,500 radius) that increases the enemy's chance of missing nearby allies by 5%.
5	Guided Strike	0	300 seconds	20 seconds	Point-blank area effect shout (1,500 radius) that increases allies' chance of getting critical hits by 10%.
6	Energizing Aura	0	300 seconds	30 seconds	Point-blank area effect shout (1,500 radius) that gives a 50% fatigue cost discount to nearby allies.
7	Cleansing Aura	0	120 seconds	0	Point-blank area effect shout (700 radius) that reduces the effect of damage-over-time spells by 40%. If this reduces the damage to below zero, the DoT is dispelled.
8	Defending Martyr	0	1800 seconds	0	Powerful point-blank area effect heal (350 radius) that costs the user 90% of his or her hit points, but that heals all allies within a 350 radius for 1,000 hit points.
9	Leadership	0	300 seconds	30 seconds	Point-blank area effect shout (1,500 radius) that boosts the effective level of allies for determining damage variance for spell and melee damage by 15%.
10	Warguard	0	600 seconds	35 seconds	Point-blank area effect shout that reduces damage of attacks on nearby allies by 25%.

Battlemaster

#	Ability	Cast Time	Recast Time	Duration	Description
1	Sapping Strike	0	0	0	Point-blank area effect (350 radius) that drains the fatigue of enemies by 50%.
2	Faultfinder	0	0	0	Style that allows full damage hits against objects.
3	Power Leak	0	0	0	Point-blank area effect (350 radius) that drains the power of enemies by 70%.
4	Grapple	0	12 seconds	10 seconds	Short-range single-target effect that stops both the user and the target from being able to move or attack.
5	Essence Flames	0	0	15 seconds	Buff that gives the subject a 10% chance to gain bonus essence damage when attacking in melee combat.
6	Throw Weapon	0	0	0	Perfom this ranged attack at 700 range using melee damage formulas; cannot attack with normal melee for 10 seconds afterward.
7	Essence Sear	0	0	15 seconds	Point-blank area effect resistance debuff (350 radius) to essence magic.
8	Bodyguard	n/a	n/a	n/a	Can't use a melee strike on an enemy player who is being bodyguarded (must kill bodyguard first or use ranged attacks). Protected player cannot move while bodyguarded.
9	Essence Dampen	0	0	15 seconds	PBAE that reduces the effectiveness of Str/Con buffs.
10	Essence Shatter	0	0	0	PBAE (350 radius) that randomly dispels one positive effect from nearby enemies.

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Convoker

#	Ability	Cast Time	Recast Time	Duration	Description
1	Summon Wood	0	600 seconds	0	Summon 100 random material boards of wood usable for upgrading keep doors.
2	Prescience Node	18 seconds	300 seconds	600 seconds	Ground targeted ward (1,000 radius) that can make enemy stealthers visible, without removing their stealth.
3	Power Trap	4 seconds	0	600 seconds	Rune that drains power from enemies when it detonates.
4	Speedwarp	0	0	600 seconds	Ward (50 radius) that negates the effects of speed boosts for enemies who pass through it.
5	Summon Warcrystal	13 seconds	600 seconds	0	Summon a powerful piece of siege ammunition.
6	Battlewarder	1 second	120 seconds	0	Powerful ground targeted summon, but neither it nor you can move for the duration.
7	Dissonance Trap	3 seconds	300 seconds	1,200 seconds	Rune that does 40% essence damage to the enemy when it detonates.
8	Brittle Guard	0	600 seconds	0	Summon a guardian who will intercept incoming melee attacks for you.
9	Summoning Mastery	0	600 seconds	300 seconds	Boosts effective level of pets (+20) to determine enemy damage variance for spells and melee.
10	Crystal Titan	20 seconds	1,800 seconds	600 seconds	Ground targetted summon that has to grow to full strength before pummeling enemies. Hits for tremendous damage but requires line of sight to cast.

Perfector

#	Ability	Cast Time	Recast Time	Duration	Description
1	Purging Wave	2 seconds	0	0	Cure all members of your group who are diseased. 2,000 range.
2	Purify Vision	1	0	n/a	Dispel nearsight.
3	Sphere of Rejuvenation	2 seconds	300 seconds	600 seconds	Ward that regenerates health for all allies who rest within its range.
4	Greatness	0	0	0	Increases concentration pool by 20%.
5	Font of Power	5 seconds	300 seconds	600 seconds	Ward that regenerates power for allies who stand inside its range.
6	Determination Field	2 seconds	300 seconds	600 seconds	Ward that helps reduce the effect of crowd control spells on allies within its range.
7	Leaping Health	0	300 seconds	30 seconds	Self buff that adds a radius to the next single target heal.
8	Restore the Soul	13 seconds	120 seconds	0	Cure resurrection illness.
9	Dissonating Ward	2 seconds	300 seconds	600 seconds	Ward that drains power from enemies who stand within its radius.
10	Rampant Healing	0 seconds	600 seconds	30 seconds	Self buff that gives the next group heal cast a radius.

Sojourner

#	Ability	Cast Time	Recast Time	Duration	Description
1	Unburdened Warrior	n/a	n/a	Constant	25% bonus to encumbrance. Passive ability.
2	Unending Breath	1 second	0	1,800 seconds	Bless your group with the ability to breath underwater. 100% of land speed.
3	Reveal Crystalseed	0	15 seconds	0	Reveals all enemy runes around your ground target.
4	Unmake Crystalseed	8 seconds	0	0	Destroys the targeted rune, and any runes within a 1,000 range.
5	Ancient Transmuter	8 seconds	1,800 seconds	120 seconds	Summon a vendor to sell to and buy basic supplies.

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#	Ability	Cast Time	Recast Time	Duration	Description
6	Gateway	20 seconds	0	0	Teleport to your world bindpoint. This spell will fail if you are in combat.
7	Resistance of the Ancients	0	300 seconds	60 seconds	Blesses the group with resistance to essence magic.
8	Forceful Zephyr	0	900 seconds	10 seconds	Ground targeted summon that picks up an enemy player and carries them to the ground target.
9	Phase Shift	0	900 seconds	10 seconds	Self buff that provides nigh-invulnerability to spells and melee for a short duration.
10	Mass Getaway	40 seconds	0	0	Teleport your group to your world bindpoint. If any group member is combat (or carrying relics), this spell will fail. 1,000 range.

Stormlord

#	Ability	Cast Time	Recast Time	Duration	Description
1	Dazzling Array	20 seconds	300 seconds	600 seconds	Beneficial storm that makes it harder for enemies to hit allies within its 350 radius.
2	Vacuum Vortex	3 seconds	0	0	Ground targeted effect that pushes any storms near the ground target directly away from that point. 350 radius.
3	Enervating Gas	20 seconds	300 seconds	600 seconds	Storm that drains fatigue from enemies who stand inside it. 350 radius.
4	Inebriating Fumes	20 seconds	300 seconds	600 seconds	Storm that reduces coordination of enemies while they are inside it. The effect fades quickly once the enemy leaves the effect. 350 radius.
5	Mental Siphon	20 seconds	300 seconds	600 seconds	Storm that drains power from enemies who stand inside it. 350 radius.
6	Focusing Winds	3 seconds	0	0	Cast on a friendly storm, focusing on it to hold it in place.
7	Choking Vapors	20 seconds	300 seconds	600 seconds	Storm that physically weakens enemies while they are inside it. The effect fades quickly once the enemy leaves the effect. 350 radius.
8	Sense Dulling Cloud	20 seconds	300 seconds	600 seconds	Storm that mentally weakens enemies while they are inside it. The effect fades quickly once the enemy leaves the effect. 350 radius.
9	Energy Tempest	20 seconds	300 seconds	600 seconds	Storm that wracks the enemy with essence damage. 350 radius.
10	Arcing Power	10 seconds	300 seconds	60 seconds	Self buff that grants the next non-area effect direct damage spell cast a radius, or increases the radius of an area effect damage spell.

Spymaster

#	Ability	Cast Time	Recast Time	Duration	Description
1	Pickpocket	n/a	n/a	Passive	Bonus to PvE coin. Passive ability, even works in groups with bonus split evenly.
2	Decoy	0	120 seconds	600 seconds	Summon random epic-dressed realmmate with 1 hit point and no offense to distract opponents. 2,000 range.
3	Enduring Poison	n/a	n/a	Passive	50% chance poison won't be removed from weapon on a resist.
4	Sabotage	0	0	0	Damage siege engines, doors, or geomancer fields. 300 range.

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Spymaster *Continued*

#	Ability	Cast Time	Recast Time	Duration	Description
5	Tanglesnare	10 seconds	300 seconds	1,200 seconds	Rune that snares enemies when it detonates. 350 radius.
6	Poisonspike	10 seconds	300 seconds	1,200 seconds	Rune that poisons enemies when it detonates. 350 radius.
7	Lookout	n/a	n/a	n/a	Stealther picks someone to protect, and can move in a tight radius around them. Uncovers stealthed enemy within 350 units.
8	Siege Wrecker	0	0	0	Rune that does 30,000 damage to siege engines when it detonates. 350 radius.
9	Essence Flare	2 seconds	1,800 seconds	0	PBAoE Mez poison.
10	Blanket of Camouflage	20 seconds	600 seconds	600 seconds	Conceal your group in stealth. Moving breaks the effect for non-stealthers.

Artifacts

Note

Important Information
Please be advised that Mythic may continue to make changes to the artifacts, the encounters, and any other aspect of what is covered in this chapter. The material is all up to date at the time of this writing.

One of the great mysteries of Atlantis has to do with the many artifacts left behind by the ancient race. These artifacts are potentially very powerful, although they are often hard to come by and their magic will be dormant when you first obtain them.

Realm researchers have been studying the artifacts, however, and they have determined that, with the information contained in certain lost scrolls, these artifacts can be returned to their former glory.

Activating an Artifact

When you first obtain an artifact, its magic is dormant. To activate it you must:

- *Obtain the artifact.*
- *Obtain all three associated scrolls.*
- *Right-click one of the scrolls and type /use, which will combine the scrolls into one document.*
- *Give the artifact to the researcher.*
- *Give the combined scrolls to the researcher.*

That's it! You will then have a "charged" artifact, ready to wear!

In This Section

This section contains four main parts:

- *The first section lists the researchers involved in studying the artifacts and which artifacts they are specifically interested in.*
- *The second section contains the information you need to find and obtain the artifacts themselves, divided by the four zones in which they are found. This section also includes the specific stats of each artifact—its first and second spell abilities, requirements, and so forth.*
- *The third section lists all the scrolls needed to activate each artifact, and the monsters that drop those scrolls. This section also serves as a quick reference list to the artifacts themselves.*
- *The fourth section lists which creatures drop the scrolls you need to activate each artifact and also lists the kinds of creatures you can hunt to increase an activated artifact's statistics. Yes, artifacts, unlike ordinary objects, can actually increase in effectiveness if you wear them and hunt certain mobs.*

Although this section offers a significant amount of information, we recommend locating the artifacts on your own whenever possible. To do so, begin by talking with the researchers and explore…a lot!

Trading Artifacts

To activate an artifact, you must have completed the encounter in which it is obtained. You cannot simply trade with another player and activate an artifact. However, if you have completed the associated encounter, you can trade and activate an artifact.

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Artifact Scholars

Oceanus Researchers

Artifacts Studied

Eirene's Hauberk, Alvarus' Leggings, the Harpy Feather Cloak, Kalare's Necklace, the Crown of Zahur, the Crocodile's Tears Ring, Night's Shroud Bracelet, Scepter of the Meritorious, Mariasha's Sharkskin Gloves, and the Arms of the Winds

Albion
Scholar Shamira (Hall of Heroes) and Scholar Khalial (Haven of Oceanus)

Hibernia
Sage Linyive (Hall of Heroes) and Sage Narvla (Haven of Oceanus)

Midgard
Loremistress Margit (Hall of Heroes) and Loremistress Vendela (Haven of Oceanus)

Artifacts Studied

Egg of Youth, Staff of the God, the Eternal Plant, Spear of Kings, Phoebus' Harp, Aten's Shield, the Winged Helm, the Goddess' Necklace, the Tablet of Atlantis, and the Ceremonial Bracers

Albion
Scholar Ailigean (Hall of Heroes) and Scholar Leron (Haven of Oceanus)

Hibernia
Sage Kaenva (Hall of Heroes) and Sage Kalin (Haven of Oceanus)

Midgard
Loremaster Jorian (Hall of Heroes) and Loremistress Agneta (Haven of Oceanus)

Artifacts Studied

Ring of Dances, Belt of Oglidarsh, the Belt of the Sun, the Belt of the Moon, the Bracelet of Zo'arkat, the Traitor's Dagger, Traldor's Oracle, the Fool's Bow, and the Eerie Darkness Lightstone

Albion
Scholar Margoria (Hall of Heroes) and Scholar Colene (Haven of Oceanus)

Hibernia
Sage Darragh (Hall of Heroes) and Sage Kelleigh (Haven of Oceanus)

Midgard
Loremistress Tyraa (Hall of Heroes) and Loremaster Torolf (Haven of Oceanus)

Stygia Researchers

Artifacts Studied

Scorpion's Tail Ring, Golden Spear, Nailah's Robes, Band of Stars, Crocodile's Tooth Dagger, Snake Charmer's Weapon, Dream Sphere, Healer's Embrace Cloak, Stone of Atlantis, Golden Scarab Vest

Albion
Scholar Daelin (Hall of Heroes) and Scholar Samaya (Haven of Stygia)

Hibernia
Sage Miodac (Hall of Heroes) and Sage Deavin (Haven of Stygia)

Midgard
Loremaster Trygve (Hall of Heroes) and Loremaster Joakim (Haven of Stygia)

Volcanus Researchers

Artifacts Studied

Ring of Fire, Tartaros' Staff, Malice's Axe, A Flask, Battler, Bruiser, Shades of Mist, Maddening Scalars, Erinys' Charm, Snatcher

Albion
Scholar Brivela (Hall of Heroes) and Scholar Torradan (Haven of Volcanus)

Hibernia
Sage Girom (Hall of Heroes) and Sage Aideena (Haven of Volcanus)

Midgard
Loremistress Hetha (Hall of Heroes) and Loremistress Marga (Haven of Volcanus)

Aerus Researchers

Artifacts Studied

Cloudsong, the Foppish Sleeves, the Shield of Khaos, Enyalio's Boots, Wings Dive, Flamedancer's Boots, Jacina's Sash, the Braggart's Bow, A Gift of Love, Cyclops' Eye

Albion
Scholar Girec (Hall of Heroes) and Scholar Nisreena (Haven of Aerus)

Hibernia
Sage Mareva (Hall of Heroes) and Sage Tiernan (Haven of Aerus)

Midgard
Loremaster Sverrir (Hall of Heroes) and Loremaster Pahr (Haven of Aerus)

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Oceanus Artifact Encounters

Alvarus' Leggings

Creatures	Location	Goal
Casyndra, Nereid, shark, octopus and sobekites	Mesothalassa: 44.9k, 37.5k; or 11.6k, 10k; or 64.9k, 12.2k; or 19.9k, 46k	Complete Casyndra's quests

Backstory

Casyndra is a nereid with issues. Her allegiances shift frequently from one triton faction to another. What task she gives players depends on her current faction with the various triton groups. She wants you to slay some creatures that are harassing the triton group she is currently friendly with and collect a specific token. If you bring the token back to her, she'll give you a key to a chest, and you can keep the contents of the chest.

Encounter

If you have good faction with the triton faction that Casyndra has at the time, she'll speak to you. Otherwise, she'll give you a dirty look. Depending on which faction she has at the time you talk to her, she offers you a kill task. For instance, if she is friendly with the Skyros Order, she'll tell you to kill a shark called Razorfin that is terrorizing the Skyros' main camp. You'll need to search for Razorfin somewhere near the Skyros' main camp.

The task associated with the Naxos Society is to kill a named octopus called Thieving Octopus, which is located northeast of the Naxos Society's main camp. The Thieving Octopus is located among a group of languorous octopi that are not initially aggro and do not initially BAF. But when you attack the Thieving Octopus, the languorous octopi around it become aggro and will begin to BAF. The Thieving Octopus can order the other octopi to attack its attacker and stick to it until it dies, or it can also order them onto another target.

The task associated with the Melos Alliance is to kill Minkhat, a sobekite who periodically attacks the Melos Alliance looking for plunder with his band of marauders. Minkhat's camp is located southwest of the Melos Alliance's main camp.

Once you have completed Casyndra's task and gotten the key, you can open the chest and obtain the leggings.

Alvarus' Leggings

Class Restrictions: Usable by all.

Level Restrictions: 45

Ability 1—Speed of the Depths

Allows the player to swim faster and breathe underwater.

Object Timer: 20 minutes

Restriction: Item Level 5

Ability 2—Hunter of the Depths

Improved Speed of the Depths that also changes player into a shark.

Object Timer: 20 minutes

Restriction: Item Level 10

Bonuses

Heat resist: 5

Cold resist: 5

Body resist: 5

Spirit resist: 5

Thrust resist: 5

Hit Cap: 36

Arms of the Winds

Creatures	Location	Goal
Dust devils, wind elementals, Raging Tornado, Psammous Statue	Somewhere in Notos	Defeat the Raging Tornado, then defeat the Psammous Statue

Backstory

Ossian, brother to Kalare and son of the seventh king of Atlantis, was a talented user of magic. He often spent his free time devising new ways of using his magic to succeed in the trials. He liked to play games and have his friends hide pieces of armor and magically protect them so he could show off his skills by finding the armor. One day, his friends took his beloved Arms of the Winds and hid them, but Ossian was struck down during the cataclysm that destroyed Atlantis, and the arms remained hidden. The arms were protected by powerful magical beings, but even they no long remember why they guard them.

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Encounter

This fight involves the Raging Tornado and the Psammous Statue. A little background first. When dust devils and howling dust devils spawn in the north of Oceanus Boreal, they migrate south to Oceanus Notos. Once they reach their southern destination, they gain the ability to absorb other dust devils. When it absorbs other dust devils, the howling dust devil grows until it becomes the Raging Tornado.

The Raging Tornado has three unique attacks:

- *The first attack is a point-blank AoE lightning spell that hits for a very large amount of damage and may occur in more than one location near the Raging Tornado at the same time.*
- *The second spell casts a powerful ice-based PBAoE nuke that also can occur in multiple locations at once.*
- *The third special attack is a massive lightning bolt that attacks only distant targets. It does a very large amount of AoE damage.*

The Raging Tornado unearths the Psammous Statue when it dies. The statue has a few minor abilities but is very weak. If you managed to destroy the tornado, the statue will be a piece of cake and should drop in seconds. The Psammous Statue drops the Arms of the Winds artifact when it dies.

The Raging Tornado does the most damage to nearby targets, so one strategy is to bring more casters and archers.

Arms of the Winds

Class Restrictions: Usable by all.

Level Restrictions: 45

Ability 1—Fury of the Wind

Buffets opponents causing them to miss more often.

Restriction: Item Level 2

Ability 2—Whirlwind

Creates a whirlwind surrounding the player giving arrows a chance to miss, additionally any enemy within 400 units is hit by debris.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses

Dexterity: 18

Armor Factor: 12

Fatigue Bonus: 6

Crush resist: 7

Slash resist: 7

Thrust resist: 7

Aten's Shield

Creatures	Location	Goal
Various	Oceanus Hesperos: 16.3k, 54.4k	Find the right chest

Backstory

Find the island in Hesperos that is littered with treasure chests. These chests are booby-trapped and spawn three or four monsters, some level 42–45 loot, or Aten's Shield.

Encounter

When you right-click a chest, you fight monsters, find loot, or obtain Aten's Shield based on random chance. Right-click to find out what's in each chest. Chests respawn slowly, at a rate of about one to two hours per chest.

Aten's Shield

Class Restrictions: Usable by all except casters, Hunters, Friars, and Valewalkers.

Level Restrictions: 35

Ability 1—Spear of the Golden

Summon a golden spear usable by all classes that can equip a shield.

Object Timer: 15 minutes

Restriction: Item Level 3

Further Details:

Golden Trident of Flame: 100% quality, 35 bonus, 15.0 dps, 3.6 spd, All melee, 40 Hit Points, 20 AF, 12% proc Fire DD 5 (77 dg). No Trade.

Ability 2—Golden Flames

This casts an ablative shield and a damage shield on the player.

Object Timer: 15 minutes

Restriction: Item Level 10, power level 40

Bonuses

Armor Factor: 10

Dexterity Cap: 5

Constitution Cap: 5

Heat resist: 3

Cold resist: 3

Energy resist: 3

Melee Damage: 3

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Belt of Oglidarsh

Creatures	Location	Goal
Sharks	Oceanus Hesperos: 51k, 40k	Kill the Oglidarsh shark

Backstory

Oglidarsh was a type of half-giant that lived in the mountainous regions of Atlantis. His kind are extinct today. The belt gave Oglidarsh strength and courage above his peers, and he used it to his advantage. The half-giants were often employed by the Atlantean kings as champions in games and as front-line soldiers in battle. Many enemies simply turned and ran at the sight of the 10-foot, muscular physiques of the half-giants. Oglidarsh's Belt was thrown into the planes by the waves that flooded the mountains of Atlantis during its destruction and has yet to be found.

Encounter

This encounter begins when you locate a large school of 25–30 sharks in the encounter area. Most of the sharks have a normal level of aggression, but the Oglidarsh shark is many times more aggressive, even to other sharks. The shark you want is also stronger and larger than the others. The way the encounter works, any shark in the area can become the Oglidarsh shark, and if it has not spawned, the next shark to spawn has a chance of becoming the boss shark. Kill the Oglidarsh shark to complete the encounter and obtain the belt.

Belt of Oglidarsh

Class Restrictions: Usable by all. Intended for non-casters.

Level Restrictions: 45

Ability 1—Shared Might

Group ablative.

Object Timer: 15 minutes

Restriction: Item Level 5

Ability 2—Might of Oglidarsh

A PBAoE strength tap.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses

Strength Cap: 5
Hit Cap: 40
Strength: 15
Hit Points: 40
Crush resist: 3
Slash resist: 3
Thrust resist: 3

Belt of the Sun and Belt of the Moon

Creatures	Location	Goal
Protector of Light, Protector of Dark	Oceanus Boreal: 15.2k, 31.2	Defeat the protectors

Backstory

The Belt of the Sun and the Belt of the Moon are a matched pair, intended to be worn by a priestess and a priest, but of what religion? Nobody seems to know. It seems that the belts were made in Atlantis and imbued with Atlantean magic, but Atlanteans weren't known for involvement with specific religions, believing they were soon to be gods themselves.

Encounter

The belts each reside on pedestals, and each pedestal is protected by a massive barrier which will only fall when all the protectors of the belt have been destroyed. Each belt may spawn on one of three islands, and only one belt can be on an island at any given time.

The protectors themselves are entirely melee fighters, so you won't have to contend with spells or tricks. Just get in there and beat on them.

When you have destroyed the last of a belt's protectors, it will drop a key. With this key in your inventory, you can take the belt from the pedestal. However, if you do not retrieve the belt within 30 minutes, the key will disappear and the encounter will reset. In case of LD or other problem, the player with the key can approach the pedestal later and */use* the key to obtain the belt, as long as no belt of that type has respawned in the meantime.

Belt of the Sun

Class Restrictions: Usable by all stealthers, all tanks, hybrids, and Wardens.

Level Restrictions: 40

Ability 1—Light Barrier

Reduces all melee damage against the character for the duration, this spell improves slash, crush, and thrust resistance.

Object Timer: 15 minutes

Restriction: Item Level 4

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Ability 2—Sun Sword
Summons a blade of energy that gains extra damage versus different realm opponents. Only works during daylight hours.

Object Timer: 15 minutes

Restriction: Item Level 10

Further Details:
Sun Sword: 100% quality, 35 bonus, 16.5 dps, 3.5 spd, +3 all melee, +5% melee in RvR, elemental (electricity) damage, 6% proc DD+Debuff (60 dg, 35% electricity debuff). No Trade.

Bonuses
Hit Cap: 40

Fatigue Bonus: 5

Strength: 10

Dexterity: 10

Energy resist: 5

Spirit resist: 5

Crush resist: 5

Belt of the Moon

Class Restrictions: Usable by all casters and all healers.

Level Restrictions: 40

Ability 1—Dark Barrier
Reduces all melee damage against the character for the duration, this spell improves slash, crush, and thrust resistance.

Object Timer: 15 minutes

Restriction: Item Level 4

Ability 2—Moon Staff
This spell will summon a staff of moonlight.

Object Timer: 15 minutes

Restriction: Night Time Only

Further Details
Moon Staff: 100% quality, 35 bonus, 16.5 dps, 3.5 spd, +3 all magic, 50 All Focus, +5% melee in RvR, elemental (body) damage, 6% proc DD+Debuff (60 dg, 35% body debuff). No Trade.

Bonuses
Hit Cap: 40

Power Percentage: 5

All Casting: 10

Dexterity: 10

Energy resist: 5

Spirit resist: 5

Crush resist: 5

Bracelet of Zo'arkat

Creatures	Location	Goal
Triton Champion, various waves of mobs	Mesothalassa: 25.3k, 23.5k	Defeat the champion

Backstory
The tritons hold an event known as the Coral Crumble. During this competition two sides fight each other. The current triton champions take on the challengers.

Encounter
The triton announcer spawns near where the Coral Crumble will take place and announces the event over a large radius. To participate in the event, speak with the announcer and accept the challenge.

Once you have accepted the challenge issued, you must move to the arena area, through the coral arches, and prepare for battle. The enemies come in waves, and once a new wave enters the arena, you have a few minutes to initiate combat. If combat does not begin within a short time, the fighters leave the arena and consider your challenge a forfeit.

After you defeat each wave, another follows soon after. You have a little time for housekeeping. There are nine waves, ranging from level 45 to level 75, followed by the Triton Champion, who is level 80. Defeat the champion to earn the prize. Any players can participate, it is not limited to group or people who spoke to the announcer (only one needs to initiate the encounter).

Bracelet of Zo'arkat

Class Restrictions: Usable by all casters and all healer classes.

Level Restrictions: 45

Ability 1—Minion's of Zo'Arkat
Summons multiple fragile pets. They attack the current target of the player.

Object Timer: 15 minutes

Restriction: Item Level 5

Ability 2—Bedazzlement
When activated, all enemies within a large area have a chance to fumble melee attacks and a chance to be interrupted while casting spells.

Object Timer: 15 minutes

Restriction: Item Level 10

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Bracelet of Zo'arkat Continued

Bonuses

Acuity: 18
Matter resist: 5
Body resist: 5
Spirit resist: 5
Power Percent: 6
Spell Range: 4

Ceremonial Bracers

Creatures	Location	Goal
Triton Dreadnaughts	Mesothalassa: 49.5k, 19k; 36.1k, 44.5k, 8.4k, 20k	Kill the Triton Dreadnaughts

Backstory

The bracers were placed in the Hall of Heroes in the planes until a bi-yearly celebration of the planes creation was to be conducted. At that time, the kings would be presented by the bracers. Before this event, however, Atlantis was destroyed and the bracers scattered throughout Oceanus.

Encounter

Located in the main triton camps of Oceanus, the Triton Dreadnaught encounter begins with a particle effect streaming skyward from the ocean floor. No monster spawns randomly at this encounter location. Instead, when someone ventures too close to the effects, a Triton Dreadnaught (of that camp's faction) spawns and fights. There is one Dreadnaught per main camp. Defeat one of the Triton Dreadnaughts to obtain the Ceremonial Bracers:



Naxos Tidal Lord

The Naxos Tidal Lord uses all Champion spells/shouts and styles with large weapons.

Melos Wave Master

The Melos Wave Master uses Paladin chants and heals and styles with a sword and shield.

Skyros Dreadnaught

The Skyros Dreadnaught uses Thane spells and shouts and styles with a hammer or great hammer.

Ceremonial Bracers

Class Restrictions: Usable by all.

Level Restrictions: 45

Ability 1—Mesmerize Feedback

Functions as a bladeturn for mesmerize effects. There is also a small chance that the spell will instead be turned upon the caster.

Object Timer: 15 minutes

Restriction: Item Level 6

Ability 2—Stun Feedback

Functions as a bladeturn for stuns. There is also a small chance that the spell will instead be turned upon the caster.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses

Strength, Con, Acuity, Quick, or Dex: 18
Hit Points: 40
Attribute Cap: Strength, Con, Acuity, Quick, or Dex: 5
Hits Cap: 40
Thrust, Slash, or Crush resist: 6

Crocodile's Tears Ring

Creatures	Location	Goal
Cynere, amaoloi crocodile hatchling, young amaoloi crocodile, amaoloi crocodile	Oceanus Boreal: 55k, 26k	Kill Cynere

Backstory

Tyrus was a great storyteller known throughout the land of Atlantis. He was summoned from one king's court to another to tell the stories of the ancient kings of Atlantis, for he was gifted with a keen memory and an enchanting voice. Tyrus was not a humble man and often bragged that he could tell a story so sad that even the crocodiles would cry. One day a courtier of the second king challenged Tyrus to live up to his boast. Together the two went to the crocodiles and Tyrus told his story, and as he said, he made the crocodiles cry. What Tyrus did not know is that the courtier wished to have Tyrus's power for his own. As the magic of Tyrus's voice passed through the crocodile and out its tears, captured the tears

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in a ring. When he slipped the ring on his finger, he suddenly had the eloquence and skill of the great storyteller. Tyrus, angered by the courtier's deception, stole the ring from the courtier and fled to the planes. There he cast the ring deep into the planes where it was swallowed by Cynere, the very crocodile who cried the tears. Cynere kept the ring hidden in one of her eggs. When the eggs hatched, Cynere chose one of her daughters to guard the ring, naming her Cynere. With every generation since, a crocodile named Cynere has guarded the nest of eggs and the ring.

Encounter

Locate Cynere among all the crocodiles and kill her. The area around her is a breeding ground of other crocodiles. If Cynere has been killed, then one of the adult crocodiles will take her place as the mother. Cynere has no special abilities, but she does have increased damage resistance and strength.

The Crocodile's Tear Ring

Class Restrictions: Usable by casters and Song Classes.

Level Restrictions: 40+

Ability 1—Conversion

This spell turns a percentage of all damage to power and endurance.

Object Timer: Perpetually on once activated

Restriction: Item Level 6

Ability 2—Radiant Aura

This spell effect changes group component of songs and chants to a radius that affects all group mates, plus 20 closest realm mates, in a 1,500 unit radius.

Object Timer: Perpetually on once activated

Restriction: Item Level 10

Bonuses

Heat resist: 4	Matter resist: 4
Cold resist: 4	Body resist: 4
Energy resist: 4	Acuity: 15

Crown of Zahur

Creatures	Location	Goal
Zahur, Zahur (his clone), Gohron (healer), Danthena (caster), Boekide (melee)	Oceanus Boreal: 29.6k, 5 19.6k	Defeat Zahur

Backstory

The crown Zahur possesses used to belong to one of the 10 kings of Atlantis. When Atlantis was destroyed, the crown ended up washing into the Trials of Atlantis area. A triton found the crown, but it was eventually taken by Zahur, and he uses it now to cast more powerful magical spells than he would normally be able to use.

Encounter

You can find Zahur on a small plateau in Oceanus Boreal, near the Sobekite Eternal dungeon. Zahur is a sobekite and will have three sobekite minions with him—a fighter, a caster, and a healer.

In the center of Zahur's plateau is a pulsating rock that is part of Zahur's defense. It allows Zahur to transfer energy from his minions to himself. What happens is that, when a minion dies, a large ball of energy with the minion's name appears and heads for the rock. This energy ball can be destroyed and will not fight back; however, if it reaches the rock, it will shoot energy to Zahur and cause a large explosion.

When Zahur's health drops to 20 percent, he teleports to the rock and prepares to use his ultimate ability, which is based upon the energies of his minions. If they are still alive, he summons the energy from them and they all die. If any of them were killed and their energy made it to the rock, then Zahur has access to that energy, as well. If you have killed any of his minions and prevented the energy from reaching the rock, that energy is not available to Zahur. Basically, what Zahur does with his minions' energy is to summon bombs that seek out characters of the same class as the minion whose energy it used—thus, a melee-, caster-, or healer-seeking bomb. Once one of the bombs reaches an appropriate target, it explodes and causes AoE damage. If Zahur has no minion energy available when he reaches the rock, a message to that effect will broadcast.

Zahur has lots of other tricks up his sleeve, however. He randomly teleports within a 2,000 unit radius outward from the rock in the middle. Sometimes he teleports and leaves an exact copy of himself behind that casts an AoE stun and disappears. Zahur also casts area effect spells, and, if he is being attacked from a distance, he can fire a blue ball of energy at his attacker, which explodes and does AoE damage.

Crown of Zahur

Class Restrictions: Two versions—melee or caster. Hybrid characters (Minstrel, Bard, Reaver, Thane, Skald, Warden, Champion) can choose either version.

Level Restrictions: 45

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Crown of Zahur *Continued*

For Casters

Ability 1—Conversion Power
Converts the caster's power into health once they reach 25% hit points.

Object Timer: 15 minutes

Restriction: Item Level 5

Ability 2—Zahur's Arcane Leadership
Increases the range of all realm casters in a 1,500 unit radius and increase their spell penetration.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses
Acuity: 18

Power Percentage: 8

Crush resist: 5

Slash resist: 5

Thrust resist: 5

Acuity Cap: 5

For Melee

Ability 1—Conversion Healing
This spell ability will convert 10% of healing magic cast on the player into fatigue healing (duration 10 minutes).

Object Timer: 15 minutes

Restriction: Item Level 5

Ability 2—Zahur's Divine Aura
This spell ability will enhance all healing magic cast on the player, causing it to be 10% more effective on them (duration 10 minutes).

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses
Dexterity or Constitution: 18

Fatigue Bonus: 8

Crush resist: 5

Slash resist: 5

Thrust resist: 5

Dexterity or Constitution Cap: 5

Eerie Darkness Stone

Creatures	Location	Goal
Rougart, crocodiles	Oceanus Boreal: 32.8k, 51.8k	Kill Rougart

Backstory
The Atlantean crafter who made this object did not like the fact that it would sometimes absorb all the light from around it. Dissatisfied with it, he cast it into the planes, where it ended up in a cave guarded by Rougart the crocodile.

Encounter
Rougart is a crocodile who is very old and powerful. Many smaller crocodiles come to the area because nothing bothers them while Rougart is there. Any of the crocodiles in the area are immune to all damage spells due to fact that the lightstone absorbs the energy. Rougart will not leave the cave, but the smaller crocodiles will, so it may be helpful to pull the smaller crocs out and dispatch them before taking on Rougart.

Occasionally Rougart will get hungry and attack a crocodile in the cave and eat it. This causes all the smaller ones to run out of the cave for a limited amount of time, losing their aggro, also. This is a perfect opportunity to attack. If you attack Rougart with five or more players, he may go into a frenzy, causing him to hit harder, do two attacks a round, and randomly switch targets. Other than that he is a basic melee mob, well, except that can't be cast on. We recommend a single full group, although smaller groups may be able to defeat him by using clever strategy.

Eerie Darkness

Class Restrictions: Usable by all.

Level Restrictions: 45

Ability 1—Summon Healing Stone
Summons a Jewel conferring a persistent Health regen (jewelry slot item).

Object Timer: 15 minutes

Restriction: Item Level 4

Ability 2—Summon Power Stone
Summons a Jewel conferring a persistent Power regen (jewelry slot item).

Object Timer: 15 minutes

Restriction: Item Level 10

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Bonuses

Heat resist: 3
Matter resist: 3
Crush resist: 3
Cold resist: 3
Body resist: 3
Slash resist: 3
Energy resist: 3
Spirit resist: 3
Thrust resist: 3

Egg of Youth

Creatures	Location	Goal
Sililia and harpies	Oceanus Notos: 38.4k, 34k	Kill Sililia

Backstory

Macalia was a magical creature that once existed in Atlantis, rare even in that epoch of wonders. And, although Macalia perished during the catastrophe that destroyed Atlantis, her magical egg still survives, hoarded by Sililia, who had stolen it long before. Sililia kept the egg as a reminder of her victory over Macalia, and, soon realizing its power, she began to guard it obsessively. When the floods came, Sililia fled to the planes to escape the destruction. Once safe, she secluded herself from others of her kind, though occasionally she hunts with them.

Encounter

When Sililia spawns, the guardian harpies in her nest area scatter and take up residence at other parts of the island. Sililia circles the island once and then lands near her nest. Sililia is vulnerable to normal attacks, but she will never go below 10 hit points no matter how much damage is inflicted on her. The only object that can kill her is the Egg of Youth, which is in her nest and out of reach. To get the egg, you must destroy a number of huge braziers that are in the area of her nest. This is best accomplished by using rams. However, beat all the brazier pillars to about five percent first, so you can finish them all off at about the same time. When all braziers are destroyed, the nest falls to the ground and an egg will appear. Grab the egg and use it to deliver the final blow to Sililia.

The Egg of Youth

Class Restrictions: Usable by all. Intended for healing classes.

Level Restrictions: 45

Ability 1—Celestial Cure

Cures constitution loss and resurrection illness. Self only.

Object Timer: 15 minutes

Restriction: Item Level 5

Ability 2—Celestial Resurrection

Resurrects all same realm players within a small radius. Healer classes only.

Object Timer: 15 minutes

Restriction: Item Level 10 and Healing Classes only

Bonuses

Acuity: 12
Hit Points: 32
Crush resist: 5
Slash resist: 5
Thrust resist: 5
Heal Bonus: 8
Hit Cap: 40

Eirene's Hauberk

Creatures	Location	Goal
Linos, Khonorn, tritons	Mesothalassa: 60k, 37k	Get the key; defeat Linos

Backstory

Eirene was a beautiful, strong, and arrogant warrior-maiden of Atlantis who believed all but other Atlanteans were beneath her notice. Eirene often spent time honing her skills by performing the trials. It was during one of these trials that a triton saw and fell in love with her, but she scorned him. Angered, he contrived to paralyze her with sobekite poison and steal her prized breastplate. The triton surrounded himself protectors, fearing Eirene or someone else would come to reclaim the breastplate. Over the years the breastplate was passed down from one triton to another. Now it rests in the hands of a triton called Linos who surrounds himself with protectors, although he does not know why.

Encounter

Linos and his wife each had half the key to the treasure, but his wife was killed by a shark. A sobekite raider named Khonorn recovered her half of the key and wants the one Linos holds.

This encounter works best if you speak to Khonorn first. You need to recover five stolen idols of the god Sobek. He tells you they are in the hands of the triton high priests. You must recover the five idols in exchange for Khonorn's half of the key.

Linos spawns randomly in any of the three main triton camps, and he doesn't stay too long. So finding him could be one of your more difficult tasks. If you can't find him, doing master level step 1-2 triggers his immediate respawn. Once you give him the half key, he goes back on his word and…well, you just have to kill him. When he dies, he drops a the vest, plus a key to his chest for some random class-specific loot.

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Eirene's Hauberk

Class Restrictions: Usable only by chain, scale, and plate classes.

Level Restrictions: 45

Ability 1—Arrogance

Initially the target takes less melee damage and gains a boost to all stats. After several seconds pass the arrogance wears off and they are far more susceptible to melee damage and suffer a serious debuff to all stats.

Object Timer: 15 minutes

Restriction: Item Level 6

Ability 2—Inversion

Twists spell damage and converts it to healing instead.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses

Strength or Acuity: 15

Strength or Acuity Cap: 5

Crush resist: 6

Slash resist: 6

Thrust resist: 6

Spell range, Buff, or Style damage: 4

Spell damage, Heal bonus, or Melee damage: 4

Eternal Plant

Creatures	Location	Goal
Sobekhotep, sobekite seeker, sobekite harvester, kelp ketos, pickhandle barracuda, soft-skin ray, winged argo, follower of Sobekhotep, fanatic of Sobekhotep	Oceanus Notos: 14.4k, 10.7k	Kill Sobekhotep

Backstory

The sobekites have been known to harvest a rare type of kelp they call the "Eternal Plant." This plant has been known to have unusual properties. One particular sobekite has grand ambitions and wishes to harvest the plant's properties for himself. Convincing others of his race that following him will bring them glory, Sobekhotep has gathered a number of followers and servants. To meet his goals, Sobekhotep sends out seekers, specific minions whose only task is to search for this special plant and call in harvesters when they find it.

Encounter

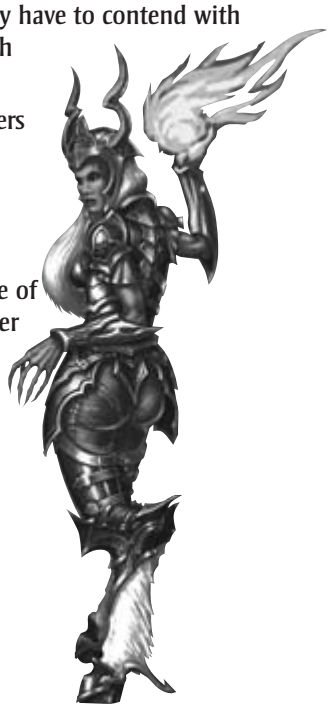
When you dive down into the kelp forest under the water, you should immediately look to see what is in the area. If you see pickhandle barracuda, soft-skin rays, and winged argos, plus some sobekite seekers, you have arrived early in the cycle of the encounter. You have to wait until the sobekite seekers find the Eternal Plant, at which point the sobekite harvesters appear and begin to harvest the plant (by attacking it).

Soon after the harvesters begin their work, sentries appear and the sea creatures scatter. Then, five minutes later, Sobekhotep appears and soon after, the harvesters "kill" the plant and give it to Sobekhotep.

Once the plant is harvested completely (killed), the harvesters swim over to Sobekhotep and give him their harvest. Sobekhotep eats what the harvesters give him and grows strong (scale, stats, etc). As soon as the harvesters have completed that last task, they vacate the site. The harvest site sentries then become Sobekhotep's bodyguards and group up with him as he begins to wander the kelp forest area.

As Sobekhotep wanders, followers of Sobekhotep appear. After a few waves of followers spawn, fanatics of Sobekhotep spawn. In the end, 45 followers and 30 fanatics can be in the kelp forest area, along with the bodyguards and Sobekhotep himself. The encounter stays in that state until Sobekhotep is killed. Once he is killed, his followers start to degenerate if they are not in combat and the sea creatures that scattered return to the kelp forest. The seeker's (and Eternal Plant's) generators turn back on after Sobekhotep has been killed.

Once he eats the plant, his stats rise. At this point you can attack Sobekhotep, but be aware that he draws followers to him, and if you can't kill him quickly, you may have to contend with those 45 followers and 30 fanatics, which spawn in waves.



Once Sobekhotep is dead, those followers not in combat begin to deteriorate and ultimately the cycle begins again.

Interrupting the encounter in various periods of progression should halt its activity. However, players have no chance of obtaining the Artifact from this encounter until after the harvesters have given the harvested product to Sobekhotep.

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Eternal Plant

Class Restrictions: Usable by all casters and all healers.

Level Restrictions: 45

Ability 1—Shatter Illusions

This spell ability will violently shift a player in an illusory form back into their original form. As a result the player will take damage.

Object Timer: 15 minutes

Restriction: Item Level 6

Further Details:

1500 unit range

200 (body) damage

Ability 2—Legendary Youth

This spell will heal health, endurance, and power.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses

Acuity: 15

Constitution: 15

Heat resist: 5

Cold resist: 5

Energy resist: 5

Buff Bonus: 5

Fool's Bow

Creatures	Location	Goal
Argo, frustrated harpies	Oceanus Notos: 32k, 32k	Kill the octopus with the bow

Backstory

Harpies tried to break a magic bow and failed. Frustrated, they dropped the bow into the deepest part of the sea they could find, which is a deep shaft just off the harpy-infested islands.

Encounter

When you enter the area of this encounter, look to see if there are any circling harpies. If there are, then you will find the bow far down below. It will be on an octopus that is otherwise indistinguishable from all the other 64 octopi in the area. You have to kill octopi until you find the one with the bow. However, if no harpies are circling the area, then the bow and octopus have not yet spawned and you'll be wasting your time.

Fools Bow

Class Restrictions: Usable by Archers.

Level Restrictions: 45

Ability 1—Wounding

High percentage chance DoT.

Restriction: Item Level 4

Ability 2—Siege Lore

These arrows do additional damage to keep doors and siege engines.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses

Dexterity: 18

Quickness: 18

Archery Haste: 3

Archery Range: 3

Archery Damage: 3

Bow Skill: 5

Goddess Necklace

Creatures	Location	Goal
Nereids, sharks, statue, octopus	Oceanus Hesperos: 56.1k, 33.9k (nereid starting area) and 51.5k, 55.9k (destination cave)	Keep the sister alive; get the treasure

Backstory

The ancestors of four nereid sisters once lost a valuable treasure in a shark-infested cave. They can't retrieve it for fear of the sharks. They offer you a part of the treasure if you can retrieve it for them.

Encounter

Talk to one of the four sisters, Unah, Agnah, Inah, or Nevsa. They tell you about treasure. If you accept the quest, whichever sister you spoke with asks you to lead her to the south southwest to a cave. You must keep her alive as she follows you. If she dies, you have to wait for the encounter to reset.

Part of the trick of this encounter is that the nereids are very low level and can be easily killed by just about anything, and they can attract aggro with great regularity. However, you can speak to her and tell her to wait or to follow. So, if you don't have a group to clear the way, have her wait and get rid of anything dangerous. However, if she waits too long, she will leave, so be quick.

Once you reach the right spot, she casts some magic that allows you to enter the cave and get the treasure.

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Goddess Necklace

Class Restrictions: Usable by all stealthers, tanks, and hybrids.

Level Restrictions: 45

Ability 1—Herbal Mending
This is a small heal spell.

Object Timer: 15 minutes

Restriction: Item Level 5

Ability 2—Stealth Lore
Characters with stealth become harder to see, and characters without stealth gain a small chance to see a stealthed opponent when they are nearby.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses
Matter resist: 3
Body resist: 3
Spirit resist: 3
Strength: 9
Dexterity: 9
Constitution: 6
Armor Factor: 10

Harpy Feather Cloak

Creatures	Location	Goal
Aerdarge Harpy and more harpies	Oceanus Notos: 12.8k, 42.2	Kill the harpies

Backstory
Bellona came from another world and passed the trials, settling in Atlantis to enjoy its beauty and its glory. She often traveled to the planes to watch others attempt the trials, and, as she did so, she became fascinated by the harpies, their aggressiveness, and their love of tormenting others. One night she persuaded an Atlantean to go steal feathers from two harpies, which she then used to create an enchanted cloak that would enhance its wearer's skill and strength with weapons. During the destruction of Atlantis, Bellona took the cloak and fled into the planes, but the harpies, angered at the theft of their feathers, attacked and killed Bellona, stealing the cloak. After ripping the cloak in half, two harpies fled to separate parts of their island, each carrying their half of the cloak.

Encounter
The goal of this encounter is to obtain the cloak. To do so, you have to kill the aerdarge harpies, with a 15 percent chance that one of them will drop the cloak. But if there are any other harpies around when it drops, they will grab it and fly away to another of the nests. To complete this encounter, you must keep the harpies away from the person with the cloak and get away with it.

Harpy Feather Cloak

Class Restrictions: Usable by all. Intended for tanks, hybrids, and Wardens.

Level Restrictions: 45

Ability 1—Disarm
Gives the player an offensive proc with a chance to proc a spell that will gray the target's weapon and reset their attack timer.

Object Timer: 15 minutes

Restriction: Item Level 5

Ability 2—Harpy's Wail
This is a large radius point-blank sonic attack. This spell will disorient all enemies within 700 units and give them a chance to miss. All spells targeted on disoriented enemies will have increased spell penetration.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses
Crush resist: 6
Slash resist: 6
Thrust resist: 6
Parry: 4
Melee Haste: 5

Kalare's Necklace

Creatures	Location	Goal
Warrior of Stone, pristine statue, harpy	Oceanus Notos: 32.2k, 7.9k	Kill the Warrior of Stone; escape with the necklace

Backstory
Once upon a time, a warrior was about to prove himself in the trials. Before he began, a princess of Atlantis presented him with a necklace that would protect him from harm. However, the princess' father did not approve of the young warrior and he cursed the necklace. When the warrior donned the necklace, he was turned to stone, and so he remains, the Warrior of Stone, to this day.

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Encounter

In the area called the Palaimon Shrine you'll find several statues—dormant monsters that will not attack…yet. If the Warrior of Stone has not yet spawned, the area will be infested with harpies, but once he does spawn, the harpies will fly away.

The Warrior of Stone wants to die, so he will not attack you. You can attack him freely, and once he dies, he will drop the "Stone Encased Necklace." Once someone picks up the necklace, the other statues awaken and attack that player. The object of the encounter is to get the necklace out of the shrine area, but it weighs 60 pounds and may encumber you. At any rate, once you have gotten the necklace out of the shrine, the stone around it crumbles and it becomes Kalare's Necklace. At the same time, the statues go back to their previous dormant state.

Kalare's Necklace

Class Restrictions: Usable by all casters and all healer classes (intended for healer classes).

Level Restrictions: 46+

Ability 1—Intermediate Realm Lore

Allows the player to know the relative power and class of the target. As a result the target has a reduced chance to hit and does reduced damage.

Object Timer: 15 minutes

Restriction: Item Level 5

Further Details: 350 unit range

Ability 2—Kalare's Mending

Heals Over Time for power, health, and fatigue.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses

Heat resist: 5
Spirit resist: 5
Energy resist: 5
Power Percentage: 5
Buff Bonus: 5
Heal Bonus: 5

Mariasha's Sharkskin Gloves

Creatures	Location	Goal
Sharks	Oceanus: 47.8k, 29.9k	Obtain the gloves; survive the sharks

Backstory

Mariasha was one of the many talented craftswomen of Atlantis. She was skilled at making fine gloves that granted the wearer special powers. She made many different types of gloves, but she always put special attention into gloves that were to be worn by Archers, as she was also an Archer. She would use the skin of sharks to make the gloves, because sharks are well known for their strength and accuracy of attack.

When the destruction of Atlantis began, Mariasha fled to the planes in hopes of surviving, but after staying there but a short time she was overcome with the shame of abandoning her people to their fate and she returned to Atlantis. In her flight back to Atlantis, she dropped her gloves, which were picked up by a passing triton who, admiring them greatly, put them on. He was shocked when the sharks began attacking him, noticing that they stopped when he removed the gloves. Fearing the sharks, he decided to hide the gloves, but the sharks immediately began to circle his hiding place.

Encounter

To get the sharkskin gloves, you have to enter a shark-infested area where you find dozens of sharks in a feeding frenzy. Of course, as always with sharks, if any player gets attacked and is bleeding, the other sharks are likely to attack that player. However, if you attack with a successful bleed spell, you may cause sharks to attack your victim. The goal of this encounter is to get the gloves from the ocean floor. Once you have them, however, the sharks in the area will target you until you escape the area and they lose aggro.

Mariasha's Sharkskin Gloves

Class Restrictions: Usable by Archers, Bards, Berserkers, Savages, Blademasters. Intended for Archers.

Level Restrictions: 45

Ability 1—Rancid Bite

Disease and DoT (reactive, 30 seconds at 30 per tick)

Restriction: Item Level 5

Ability 2—Summon Arrows of Power

Summon Arrows with increased range; summons 50 of either Keen (slash), Impact (blunt), or Impaling (thrust) Arrows of Accuracy into your inventory.

Object Timer: 15 minutes

Restriction: Item Level 10 and Bow Users only

Bonuses

Bow: 3
Archery Haste: 3
Crush resist: 4
Slash resist: 4
Thrust resist: 4
Archery Range: 3
Heat resist: 4
Cold resist: 4
Energy resist: 4

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Night's Shroud Bracelet

Creatures	Location	Goal
Ki'atra, Marid Uilani, ghosted nereids and ketos	Oceanus Anatole; 45.2k, 36.2k; 39.6k, 40.1, Oceanus Boreal; 25k, 31.7k	Defeat Ki'iatra. Capture Marid Uilani. Defeat Kythera

Backstory

Dysis was a young woman of Atlantis who had everything she ever dreamed of, and yet she was not happy. She had an insatiable love of gold and gems and although her father gave her everything she asked for, she still wanted more. So Dysis took to sneaking around at night and stealing, first from her father and later from other houses.

Dysis took some precautions. She used her magical talents to develop a bracelet that would help to shroud her from prying eyes, help her find more gold and gems, and increase her strength. Unfortunately her father caught her as she completed the bracelet and took it from her, locking it up in a chest.

With the destruction of Atlantis, the chest was washed into the planes where it broke open. The nereid who found the bracelet put it on and soon began to crave gold and gems while becoming suspicious of those around her. She stole as much gold as she could and fled to a place where she could guard it. As the nereid grew old, the bracelet forced her to choose another to wear it and guard the hoard of gold and gems. Through the eons a new nereid was chosen as the old one grew old.

Encounter

When you find Ki'atra, she will tell you she is bored and ask you to duel, promising a special harness as a reward. Although Ki'atra may switch weapons, she should not be too hard for a player in the high 40s to solo.

Once you have defeated her in a duel and obtained the harness, she tells you to use it on a water djinn who is masquerading as a ketos nearby. You must give the harness to the ketos, which turns out to be the marid Uilani. There is a chance that you will fail or the harness will break, in which case you can try again by getting a new harness. Uilani gives you some choices at that point, but what you have to do now is lead her to a sunken ship. Once you accept that option, you have 15 minutes to get there. When you arrive, she will cast a spell and the mage Kythera will appear and begin attacking. You must protect Uilani while she is casting the spell. She will flee once the battle with Kythera begins.

Kythera does not move. She summons ghost nereids that attack various enemies and stick to them until one or the other is dead. She can also summon ice-based pets about 1 percent of the time when she is hit. Her spells cannot be interrupted and are aimed at far targets. You must kill her to get the Night's Shroud Bracelet.

Night's Shroud Bracelet

Class Restrictions: Usable by all.

Level Restrictions: 40

Ability 1—Treasure Hunter

The player gains 5% more coin.

Object Timer: Perpetually on once activated

Restriction: Item Level 5

Ability 2—Exp Hunter

The player gains 5% more exp.

Object Timer: Perpetually on once activated

Restriction: Item Level 10

Bonuses

Hit Points: 40
Crush resist: 5
Slash resist: 5
Thrust resist: 5
Armor Factor: 10

Phoebus' Harp

Creatures	Location	Goal
Hallea, Kosma or Zoea; barracudas	Mesothalassa: 32.6k, 6.7k; 29.9k, 4.8k; 32.6k, 6.6k	Kill the Nereid who has the harp

Backstory

Nereids from each of the rival factions often gather peacefully in the Kithera Sanctuary, named for the ancient word for harp, sharing the opportunity to play and hear the magical Phoebus' Harp, which produces music so soothing that it can quell their natural bloodlust.

Encounter

Kill the nereid with the harp. It will be either Hallea, Kosma, or Zoea:

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Hallea—Skyros Order

Hallea uses a unique mesmerize spell that works like a PBAoE shout and has no immunity timer when she has a near target. When she casts her mez spell she will simultaneously order all of the possible 24 Skyros Order nereids in the area to attack her current near target. She also has a 5 percent chance to order them to attack her far target. Hallea prefers to fight at a range of 512 units. Once she has mezzed all of her near targets she will begin to nuke her far targets.

Kosma—Naxos Society

Kosma has a 6 percent chance per second when she has a near target to use a pbaoe shout that does 300–600 damage, depending on resists. She also has a 10 percent chance per second to nuke her far targets with an extremely high damage focused sonic attack that does more than 1,000 damage, and a 2 percent chance per second to order all of the possible 24 Naxos Society's nereids in the area to attacker her current target or a 4 percent chance per second to order them to attack her far target.

Zoea—Melos Alliance

Zoea has a five percent per second chance to spawn 20 barracuda within a 3,000-unit radius and she sometimes orders them to attack her current or far targets. Likewise, she may order all 24 Melos Alliance nereids in the area to attack her current target (four percent) or her far target (two percent).

Phoebus Harp Necklace

Class Restrictions: Usable by all. Intended for song classes.

Level Restrictions: 45

Ability 1—Dazzler

Debuffs the opponent and gives them a chance to miscast magic and/or fumble melee attacks.

Object Timer: 15 minutes

Restriction: Item Level 3

Ability 2—Ethereal Harp

Summons an otherworldly magical harp that functions as all instruments.

Object Timer: 15 minutes

Restriction: Item Level 10, Instrument Users Only

Bonuses

Crush resist: 4
Slash resist: 4
Thrust resist: 4
Acuity: 15
Power Percentage: 6
Spell Duration: 6
Spell Range: 4

Ring of Dances

Creatures	Location	Goal
Desmona Harpies	Oceanus Notos: 24.6k, 40.1	Defeat the Harpy of the Dance

Backstory

The Ring of Dances once belonged to an infamous Atlantean criminal, the only known thief to have ever burgled each of the 10 kings' palaces successfully. The scrolls are unclear as to whether the thief was a woman, a man, or more than one person acting together under the ring's influence. The ring increases the speed and quickness of the wearer and allows him or her to drink all sorts of poisonous concoctions without taking harm. The speculation among the researchers is that whoever had the Ring of Dances was attempting to burgle the Hall of Heroes on the night of Atlantis' destruction.

Encounter

This is a very simple encounter. Travel to Desmona's Island and */dig* for the ring among the trees (see location above) and then fight the Harpy of the Dance to obtain it. You may find it helpful to get some Desmona Revelation Tokens to reveal the invisible harpies.

Ring of Dances

Class Restrictions: Usable by all. Intended for casters and stealthers.

Level Restrictions: 45

Ability 1—Stealth Lore

Characters with Stealth and stealth lore spell ability become harder to see, and characters without Stealth gain a small chance to see a stealthy opponent when they are nearby.

Object Timer: 15 minutes

Restriction: Item Level 5

Ability 2—Arcane Lore

Tells the player the main spec of the opponent and gives the target a reduced chance to hit with a spell and reduced damage.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses

Stealth: 3
Strength: 12
Dexterity: 12
Crush resist: 5
Slash resist: 5
Armor Factor: 10
Power Percentage: 5
Casting stat: 12

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Scepter of the Meritorious

Creatures	Location	Goal
Ferenc and sobekites	Oceanus Boreal: 48.8k, 11.2k	Survive several waves of enemies and ultimately defeat Ferenc

Backstory

Adnes was a high-ranking citizen of Atlantis and one of a small group who believed that the trials weren't difficult enough. Determined to filter out those that were unworthy before they even began the trials, Adnes secretly created a trial of his own.

Adnes would greet the warriors as they finished their fifth trial, handing them a scepter he had created to judge the worthiness of each warrior. If they were worthy they would feel a surge of power that would carry them through the rest of the trials. But the scepter would drain the strength from the unworthy, and they would most likely fail the final trials. As the destruction of Atlantis began, Adnes picked up the scepter, prepared to flee to the planes for safety, but much to his horror it drained his strength. Unable to flee, he died in the catastrophe and the scepter was washed into the planes.

The scepter was found by a group of sobekites, but it affected them differently. The first sobekite who picked up the scepter was struck dead as soon as he touched it. The next to touch it found himself filled with extra power. He took it to a safe place and surrounded himself with other sobekites who survived touching the scepter. When the possessor of the scepter dies, a new wielder is chosen from the worthy ones.

Encounter

Depending on how many people you bring to this encounter, you will need to defeat eight (possibly nine) waves of monsters. You begin the encounter by speaking to the sobekite Ferenc. You then have to fight several waves of enemies, starting with a single level 45 sobekite. However, with each wave you fight higher level monsters, so that waves 7 and 8 will consist of several level 55 monsters. If you bring 20 or more players to this encounter, there will be a ninth wave consisting of five more level 55 sobekites. Once you have successfully defeated all the monster waves, you must fight Ferenc to complete the encounter and obtain the scepter.

Scepter of the Meritorious

Class Restrictions: Usable by all except stealthers and Valewalkers.

Level Restrictions: 45

Ability 1—Scepter's Curse

Single target strength and con tap.

Restriction: Item Level 6

Ability 2—Scepter's Boon

Adds a small amount of hit points and extra armor factor to the player.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses

Strength: 12	Energy resist: 5
Dexterity: 12	Hit Cap: 40
Matter resist: 5	Melee Damage: 5

Spear of Kings

Creatures	Location	Goal
Olmagion, harpies	Oceanus Notos: 53.3k, 36.8k	Defeat Olmagion

Backstory

It was common in the days of the 10 Atlantean kings that each would become master of a specific weapon. Alkara was known for his mastery of a golden spear, and he was said to have been so skilled that he could spear an apple on a tree a half a mile away. When he died, the spear was placed in a temple in the planes for all champions to admire. It is said that Alkara's golden spear was a weapon that conferred great protection on the one who could master it.

Encounter

The goal of this encounter is to get the spear. But the spear's guardian, Olmagion, will not relinquish it easily. Olmagion is a huge statue and he is holding the Spear of Kings. When attacked, he seals the room and everyone in it, at which point the battle begins. To get the spear to drop and recieve credit for the encounter, at least one of the the doors in the temple needs to be rammed down from the inside before Olmagion's life drops to zero. Otherwise, you fail. Setting up in a corner is important to avoid unwanted harpy aggro. Otherwise, you're in for dozens of adds. Fortunately the harpies die if you pull them outside of the temple.

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The Spear of Kings

Class Restrictions: Usable by all tanks and hybrids.

Level Restrictions: 45

Ability 1—Veracity
Reduces all style damage against the character.

Restriction: Item Level 4

Ability 2—Aura of Kings
Realm mates within 1,500 units gain hit points and extra armor factor.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses

Crush resist: 4
Slash resist: 4
Thrust resist: 4
Matter resist: 4
Body resist: 4
Spirit resist: 4
Fatigue Bonus: 5
Hit Cap: 40
Melee Haste: 5

Staff of the God

Creatures	Location	Goal
Sharks and statues	Mesothalassa: 15.k, 58.5k; Hesperos: 42k, 49k	Obtain the staff, then clean it with the juice of a lemon.

Backstory
The staff was rumored to have belonged to a sea god who planned to complete the Atlantean trials. One of the kings of Atlantis tricked the god into completing the trials without the use of his staff. The king then had one of his warriors use the same staff and murder the unsuspecting sea god with it. The blood of the sea god swirled about the warrior, which attracted nearby sharks. They ravaged the warrior before he could get to land and the staff sank deep into the ocean's depths. The staff sank to one of the deepest trenches in the ocean, and it is rumored (among the tritons) that it still swirls with the blood of the dead sea god. Sharks are found swimming all around the area. They are generally not harmful except when they detect blood in the water. At that point, they swim from all around to get the wounded prey.

Encounter
The bloodied staff is deep underwater in a bed of coral. To get it, you must swim down to the coral and pull the staff free. However, once you get the staff, you begin to bleed, which attracts all the sharks in the area. If you drop the staff (or log out, die, or go link dead) the staff will drop from sight and respawn in its original location immediately. If you drop the staff, you continue to bleed for a short time, then the effect wears off and the sharks stop attacking. You cannot give the staff to another player, however, once you pick it up.

To clean the staff and stop the bleeding, wash the blood from it with the juice of a lemon. You must find the Tree of Golden Fruit on an island in Oceanus Hesperos (42k, 49k). The Tree of Golden Fruit stands alone on the island, surrounded only by a circle of statues. When you approach the tree, however, the statues begin firing arrows at you. Whoever has the staff must get to the tree and right-click it to obtain the lemon. Using the lemon cleans the staff, which takes about 20 seconds. Once the staff is clean, the bleeding stops, and the lemon disappears from your inventory.

Note that you cannot obtain a lemon unless you are holding the bloody staff, and you can't trade the lemon or drop it for someone else to pick up. To complete this quest, it helps to have a group to take care of sharks and statues, and healers to keep you alive while you have the bleeding effect and all sorts of aggro.

Staff of the God

Class Restrictions: Usable by all casters and all healers.

Level Restrictions: 45

Ability 1—Wrath of the Sea God
Calls a tempest to the area, the tempest causes every enemy player in the area to be disoriented and slowed by the unnatural storm. A percentage of all enemy attacks "miss;" this includes melee attacks, arrow attacks, and spells. Additionally, these enemies are affected by a snare effect that does not break with damage.

Object Timer: 15 minutes

Restriction: Item Level 5

Ability 2—Stealth Lore
Characters with Stealth become harder to see, while characters without Stealth gain a small chance to see a stealthed opponent when they are nearby.

Restriction: Item Level 10

Bonuses

All Focus: 50
Armor Factor: 10
Acuity Cap: 5
Dexterity Cap: 5
Energy resist: 5
Spirit resist: 5
Spell Range: 5 (casters only)
Healing Effectiveness: 5 (healing classes only)

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Tablet of Atlantis

Creatures	Location	Goal
Triton acaeus, Guardian of Atlantis	Mesothalassa; Library of Atlantis	Kill the Guardian

Backstory

The Tablet of Atlantis was actually a set of magical incantations that enabled the owner to gain short-term abilities in spells, even if they didn't know any magic. Although these were fairly common items during Atlantis's prime, the knowledge and skill to make these tablets has been lost. Currently, the tritons possess the tablet, though they don't know its full value.

Encounter

First of all, this is not a solo quest. You need friends! And come prepared to fight with different types of attacks. This will make sense as you read on.

The Tablet of Atlantis is found in a chest in the Library of Atlantis. Ah, but there are five chests to choose from. Which is the right one? You must try each chest, and, if you guess incorrectly, you will be blasted by fire and have to fight a triton acaeus. The other chests remain locked until you defeat the triton. Because the chests are completely random, there is a one in five chance each time you open a chest that it is the right one.

When you find the correct chest, things don't get much better. You have to fight the Guardian of Atlantis, and this mob can be tricky. Fifteen seconds into the battle, you'll receive an emote from the Guardian that he has become resistant to one kind of attack (randomly generated). If he is subsequently hit with the kind of attack mentioned in the emote, he will then split and you will find yourselves fighting two of him.

If the Guardian has already split when this happens, then the image (the second one) will heal the real Guardian. The Guardian can split up to nine times—once for each damage type.

Tablet of Atlantis

Class Restrictions: Usable by all.

Level Restrictions: 45

Ability 1—Alligator Form

Polymorphs the player into an alligator. Alligator form also confers an attack proc that is triggered by melee or casting.

Object Timer: 15 minutes

Restriction: Item Level 5 (only in water)

Ability 2—Sobekite Form

Polymorphs the player into a sobekite. This form also confers an attack proc that is triggered by melee or casting.

Object Timer: 15 minutes

Restriction: Item Level 10 (only on land)

Bonuses

Acuity: 15
All caster skill: 3
Hit Points: 40
Armor Factor: 10
Spell Piercing: 5

Traitor's Dagger

Creatures	Location	Goal
Sadri the Traitor	Various locations	Defeat Sadri

Backstory

The dagger, now known as the Traitor's Dagger, was once used to defend the first palace on the one occasion in Atlantis's long history that an enemy was able to get into the inner 10 rings of the city. It is said that the king used this dagger, fighting for three days and three nights, to keep the enemy at bay while the other kings reorganized their forces and destroyed the invaders from behind. This near-defeat of Atlantis occurred when the country was barely born. The later history of the dagger is not known, but somehow it came into the possession of the sobekites in the planes. But it was stolen by a traitor named Sadri, and he has kept it ever since, using its power against anyone who attempts to take it. The sobekites now believe the dagger is cursed and have named it Traitor's Dagger.

Encounter

Sadri swims across all of Oceanus, hiding within other encounter areas. When he is attacked, there is a chance each 15 seconds that he will attempt to flee. If he is successful, he moves to another random encounter and hides again. Sadri has no special attacks. He relies more on hiding than on fighting.

The Traitor's Dagger

Class Restrictions: Usable by all stealthers, tanks, hybrids (minus Valewalker), Druids, Wardens, and Bards.

Level Restrictions: 40

Ability 1—Enervating

This spell summons 1 uncontrolled short-lived pet that will attack your target. The pet has a "leech" proc that will give hit points to the owner of the pet.

Restriction: Item Level 5

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Ability 2—Wilting

This spell will polymorph the player into a blood shade and give them a proc ability. The blood shade proc will drain hit points from the player then apply them to the opponent for damage.

Object Timer: 30 minutes

Restriction: Item Level 10

Bonuses

Armor Factor: 10
Strength Cap: 5
Dexterity Cap: 5
Hit Cap: 40
Melee Haste: 5

Traldor's Oracle

Creatures	Location	Goal
Traldor, Traldoran mercenary, Gaderian Leader, gaderian citizen	Oceanus Boreal: 75 13k, 58.7k	Kill Traldor

Backstory

Traldor has sealed himself up in a broken underwater temple with his staff. He keeps a troop of loyal guards at his side all the time. The temple he resides in has only one entrance, which is barred from the inside and there is no way to unlock it. Traldor employs a massive band of mercenaries, who camp outside the temple and stand guard against the local gaderians. Traldor pays these mercenaries out of a massive stash of gold that once belonged to the gaderians. Lately, Traldor's mercenaries have been raiding one particular camp of gaderians in order to ensure a steady flow of gold. The gaderians fear Traldor and his forces, but they want their gold back. Unable to gain support or sufficient forces to attack Traldor's fortress directly, they are looking for someone to help.

Encounter

This encounter revolves around how much coin has been stolen from the gaderians and how loyal the mercenaries are to Traldor. You basically have two choices. You can attack Traldor directly by beating down his doors. But then all the mercenaries will attack and the battle will be quite gruesome. Or, you can wait until the mercenaries have stolen enough gold from the gaderians to cause the Gaderian Leader to appear. At this point, if you talk to the Gaderian Leader, he leads you to a location near the treasure horde. You can tell the Gaderian Leader to go ahead and attack or wait three minutes, at which time he will do so, anyway. If the gaderians fail in their attempt, you can try again in five minutes. However, if the gaderians succeed, all the mercenaries turn against Traldor and begin attacking the temple doors. Traldor slaughters all the mercenaries, but by then the doors will be open and you can move in and take out Traldor. When he dies, you gain Traldor's Oracle.

Traldor's Oracle

Class Restrictions: Usable by casters and Friars.

Level Restrictions: 45

Ability 1—Arcane Siphon

The spell ability will give the caster a chance of casting a spell and have the power cost reduced to nothing.

Object Timer: Perpetually on once activated

Restriction: Item Level 6

Ability 2—Arch Magery Intermediate

This spell ability grants the spell casters in their group additional damage and an increased chance to land spells in a 1,500 unit radius.

Object Timer: 15 minute

Spell **Restriction:** Item Level 10

Bonuses

All Focus: 50
Intelligence: 15
Casting Haste: 5
Dexterity: 15
Heat resist: 6
Cold resist: 6
Spell Piercing: 5

Friar Version:
Piety: 18
Melee Haste: 4
Dexterity: 15
Heat resist: 6
Cold resist: 6
Style Damage: 4

Winged Helm

Creatures	Location	Goal
Hermes, marble figurine, marble statuette, marble automaton, marble fighter, harpy	Oceanus Notos: 50.9k, 13k	Kill Hermes

Backstory

One hero of the ancient the trials had a magical helmet, and he was so excited after his victory that he placed the helmet on the head of a statue and left. The helm was magical, indeed, and it conferred upon the statue the boon of sentience and immortality. The statue had no name for itself, so it took the name it read on the helmet—Hermes. Over time, Hermes grew lonely and began to craft small figurines, and with the help of a visiting sphinx, he learned to animate them as statues. Alas, the statues were not sentient; neither were they intelligent or immortal. Despite that, Hermes continued to create them, feeling less alone when he did.

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Encounter

If Hermes is not spawned when you reach the island, it will be populated by harpies, but when he spawns, they fly away. Hermes wanders around on his island and scatters figurines, which, over time, become statuettes, which, in turn, can become marble automatons. The automatons wander around for five minutes, then die.

Hermes cannot be killed while he is wearing his helm, so you must be clever to get it from him and defeat him. When you attack him, he spawns more statues to protect him and any in the area will also attack.

Spoiler

To defeat Hermes, lead him to the harpies who are in a nearby ruin. There is a chance that the harpies will knock the helm from Hermes' head, at which point he becomes vulnerable. You (or the harpies) must kill him to obtain the helm. If he does not die in the encounter, he will retrieve the helm and carry on as before. Note that killing Hermes or his creatures will lower your faction with Hermes, himself.

Winged Helm

Class Restrictions: Usable by all tanks, hybrids (minus Berserkers, Savages, Blademasters, Valewalkers), healer classes (minus Friars and Bards), and Minstrels.

Level Restrictions: 45

Ability 1—Speed of the Messenger

Increases the player's movement rate.

Object Timer: 15 minutes

Restriction: Item Level 5

Ability 2—Magnanimous Aura

Reduces style damage from attackers.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses

Hit Points: 40
Fatigue Bonus: 5
Armor Factor: 10
Dexterity: 15
Spirit resist: 5
Strength: 15
Matter resist: 5

Volcanus Artifact Encounters

Battler

Creatures	Location	Goal
Battler	Volcanus random places	Kill Battler

Backstory

Once upon a time, a gladiator named Jelord, fearing death, appealed to Ahulane, one of the gods of war from a distant land. Ahulane gave the gladiator a weapon, telling him it was a superior weapon. But Jelord was not satisfied. He went to Nergal, a god of dead and asked that his weapon possess the abilities of the greatest gladiators to make up for his lack of skill. Nergal infused the spirits of the greatest warriors into the weapon. In return, Nergal would gain the souls of those struck down by Jelord's blade.

Jelord took the weapon and used it to defeat all he fought. But the weapon craved more blood and Jelord became a butcher of all who came near him, never losing in a fair battle. He was eventually killed by an assassin, who cleverly managed to steal Jelord's weapon before killing him.

The weapon ended up in Volcanus and is wielded by a taur named "Battler." The weapon still craves the blood of the souls of those it kills and allows its owner to take on the powers of his enemies.

Encounter

Battler spawns in random areas about the two zones. He always spawns in areas that are heavily guarded. If the area is unguarded or lightly guarded, he will not choose that location.

For each player class that he kills, he gains the abilities of that class and levels. The Battler only levels 20 times, but each level increases his difficulty equivalent to two or three additional monster levels. The Battler can also detect players of a class it hasn't yet assimilated within a 1,000 unit radius. If he does so, he will aggro on that player and attempt to stick to it until he has killed it and gained its abilities.

The archetypes are listed below:

- *Pure melee (3 levels this archetype)*
- *Hybrid (3 levels this archetype)*
- *Healer (3 levels this archetype)*
- *Stealth (3 levels this archetype)*
- *Light Pure Caster (3 levels this archetype)*
- *Heavy Pure Caster (5 levels this archetype)*

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Battler

Class Restrictions: Usable by stealthers, tanks, hybrids (minus Valewalkers), Druids, Wardens, and Bards.

Level Restrictions: 45

Ability 1—Skill of the Gladiators

This ability will increase the players accuracy (to-hit chance) when it procs.

Restriction: Item Level 5

Ability 2—Dark Sundering

This ability is an absorption debuff to target and buff to self.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses

Strength: 15
Constitution: 15
Bonus to Armor Factor: 15
Crush: 6
Slash: 6
Thrust: 6
Bonus to melee combat speed: 3
Bonus to melee style damage: 4

Bruiser

Creatures	Location	Goal
Taurs	Volcanus: 57.2k, 13.6k	Find the real Bruiser and escape with your life

Backstory

Bruiser was the hammer of a great Atlantean smith who was famous for talking to his tools as though they were alive. He often discussed his beliefs to the tools while he was forging weapons. He believed that the "intent" in the forging of a weapon determined the weapon's use. If the weapon was forged with good intent, it would find its way to one who would perform good deeds.

The smith's hammer, Bruiser, spent so much time forging magical weapons that over the years it started absorbing some of the magical energy and, over time, this energy became aware of itself as "Bruiser." The smith who owned Bruiser wasn't aware of the hammer's transformation, but eventually found himself calling the hammer Bruiser. When the crafter died, Bruiser was passed on to his son, a warrior. In the midst of a battle, in a rage, his son threw Bruiser into a lava pit swearing and cursing that the hammer was not the weapon of a champion, but of an aging smith.

Encounter

The goal of this encounter is to pick up Bruiser and live to tell about it. Bruiser is hidden randomly amid 32 other hammers, all identical in appearance. They are found in separate areas around the forge/fortress. These hammers can be picked up, but each time you pick up a hammer, groups of taur will spawn randomly around the fort and run through to attack you. Each failed attempt at finding Bruiser spawns a more powerful group than before.

When you pick up an incorrect hammer it is snatched from your inventory immediately before the onslaught and you will be instant mezzed for 25 seconds. The taur gatekeeper spawns for approximately 70 seconds after each failed attempt. The gatekeeper cannot be killed and has the sole purpose of keeping the entrance showered in AoE mez spells during his brief appearance in an effort to prevent cowards from trying to exit the area once they grab a hammer. Once you find Bruiser a final assault of taurs of varying difficulty will attack to try to prevent you from escaping with the hammer.

Bruiser (One or Two-Handed Versions)

Class Restrictions: Usable by healing classes, tanks, and hybrids (minus Valewalkers).

Level Restrictions: 45

Ability 1—Improved Realm Lore

Allows the player to know the relative power and class of the target.

Object Timer: 15 minutes

Restriction: Item Level 5

Ability 2—Thunderous Impact

This ability will do improved damage versus keeps and siege gear.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses

Crush, Hammer, Blunt: 3
Strength: 15
Quickness: 15
Spirit resist: 6
Energy resist: 6
Armor factor: 8
Melee haste: 4
Style damage: 4

or:

Hits: 40
Strength: 15
Constitution: 15
Spirit resist: 6
Energy resist: 6
Armor factor: 8
Melee haste: 4
Fatigue: 4

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Erinys' Charm

Creatures	Location	Goal
Anubites and more anubites with some anubites mixed in with more anubites	Volcanus: 56.5k, 54.5k	Kill Samut

Backstory

Erinys was the object of many men's desire. She was considered the beauty of Atlantis; painted many times by the most gifted artists; wooed by princes, musicians, and poets; worshiped by the common folk. But she would never commit her love to any one man. Many champions fought and died for her love. Princes tried to buy it. Musicians and poets who had no chance to woo her still wrote and sang about her and the many who had tried and failed to earn her love. She was the most famous woman in Atlantis.

Erinys always wore a strand of beads draped around her neck. It was her signature piece. She was never seen without it. Once, in her younger years, she was painted without the beads around her neck. Because of its rarity, that portrait was the most sought-after portrait ever painted. It was more expensive than a king's palace.

The beads were given to her by a friend who said he had found them on an island in the south. Each bead in the necklace held its own unique magical power. When Atlantis was destroyed the necklace broke apart and the beads were scattered in the southern reaches of Volcanus. Thinking the magical beads were a gift from their god, Am-he the Devourer of Millions, anubites collected them and used them in religious ceremonies. When the beads are separated from one another they glow brightly with a magical blue hue and are attracted to any living thing.

One anubite named Samut rejected the notion that the beads were a gift from the god and made an effort to collect them all by stealing them from the tribal leaders Nebkare, Setau, Taharga, Ausar, Sahathor, and Kakhet. The tribal leaders caught and banished Samut to an isolated island in the far south of Volcanus from which there is no means of escape. Little did they know that Samut had actually found one of the seven beads prior to being caught, and possessing it caused his powers to grow over the years. If someone were to bring all of the beads anywhere near Samut's isle, his power would grow strong enough to allow him to teleport to the other beads and recombine them into the Erinys' Charm necklace.

Encounter

Killing any among Nebkare, Setau, Taharga, Ausar, Sahathor, or Kakhet will result in the spawning of a charm with the associated anubites' name on it. Nebkare, Setau, Taharga, Ausar, Sahathor, and Kakhet will not spawn if the charm with their name on it has spawned. While any of the six chiefs are around, their followers have the same special power granted by their charm that they have:

- *Nebkare's charm grants his tribe the power to summon Theurgist earth elemental pets on their enemies in battle.*
- *Setau's charm grants his tribe the ability to cast an extremely high damage, single target shout that does direct damage at long range.*
- *Taharga's charm grants his tribe the ability to summon Jade Simulacrum pets.*
- *Ausar's charm grants his tribe a defensive proc that heals them by 5 percent when it goes off.*
- *Sahathor's charm grants his tribe the ability to launch fireballs randomly at either 1 degree, 90 degrees, 180 degrees, or 270 degrees relative to current face position. The fireballs detonate somewhere between one and three seconds after becoming visible.*
- *Kakhet's charm grants his tribe the triple-wield ability.*

Charms last 900 seconds before degenerating on their own. This allows you 15 minutes to collect all six charms and get them to the proper location.

The charms initially attach themselves (follow) the player nearest to them, though they will follow anyone who interacts with them. However, the charms cannot cross bridges and will stop following and teleport themselves back a short distance from any bridge, then begin to wander back to where they spawned.

As a charm gets closer to the point from which Samut can teleport, it glows brighter, and when it reaches that area it teleports to the center of the summon area, becoming immobile. Once all six charms are locked in place at Samut's summon point, some spell effects signal Samut's arrival. The charms then form a circle around Samut, who uses his own abilities (lifetap proc and 50 percent chance to double-strike) plus all of the abilities that were available to Nebkare, Setau, Taharga, Ausar, Sahathor, and Kakhet. Defeating Samut yields the Erinys' Charm necklace.

Erinys' Charm

Class Restrictions: Usable by all casters.

Level Restrictions: 50

Ability 1—Erinys Vestment

Will increase efficiency of all heals and power regeneration on the character.

Object Timer: 15 minutes

Restriction: Item Level 5

Ability 2a—Erinys Mending

Persistent health regen that stacks with other regeneration.

Object Timer: Permanent

Restriction: Item Level 10

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Ability 2b—Erinys Power

Power regen persistent regen that stacks with other regeneration.

Object Timer: Permanent

Restriction: Item Level 10

Bonuses

Hits: 40

Intelligence: 15 (Piety for Midgard)

Constitution: 15

Crush resist: 5

Spirit resist: 5

Energy resist: 5

Spell range: 5

Spell piercing: 5

A Flask

Creatures	Location	Goal
Many taurs	Volcanus: 63.2k, 36.9k	Get the flask and get out alive

Backstory

This magic flask is filled with a liquid that has great healing powers. Drinking it burns the throat but increases Strength and heals wounds. Based on a recipe passed down from the old Atlantean healers, it took years to brew. In the old times, this special elixir was made only for kings and their favored champions. It was too expensive for ordinary folk. This flask was left behind by a champion who died attempting the trials. The taurs who killed him took the flask.

The taurs built a massive fountain at the center of a large fort where they could place the Flask, allowing them all to benefit from its healing powers. The fountain depicts various taur victories over would-be battle masters attempting to complete the trials.

Taurs near the fountain fort make routine visits to the fountain to drink from the Flask. Drinking from the Flask improves their ability to regenerate health both in combat and after combat for a short time.

Encounter

The objective is to make it off the Flask fort island with the Flask in your inventory. The challenge is to avoid being slaughtered by the hordes of taurs. You will probably want to bring several of your friends along on this one.

If you are slain with the Flask in your possession by a taur on the island, that taur will take the Flask from your inventory and head back toward the fort. If the taur is killed, the Flask drops to the ground.

The Flask is well guarded by two level 75 taur Anax and some followers. In addition, every taur on the Flask isle checks for players with the Flask over a very large radius every 10 seconds. If they spot you with the Flask, they will come after you.

Andranchos Xuthos

There's also a named taur called Andranchos Xuthos who will attack the Flask carrier. He grows in strength with each kill he makes, up to 10 times. However, if Andranchos doesn't make a kill within 20 seconds, he loses all of his bonuses and returns to normal.

Andranchos kill bonuses are set up as follows:

Stage 1: Offense bonus +25%

Stage 2: Defense bonus +10%

Stage 3: Offensive proc chance +35%

Stage 4: Defensive proc chance +5%

Stage 5: Max attackers set to 48

Stage 6: Min attackers set to 32

Stage 7: Defensive bonus +15%

Stage 8: Offensive bonus +75%

Stage 9: Defensive bonus +25%

Stage 10: Heals to full and turns torch on

Bonuses are cumulative.

Andranchos also triggers every monster generator inside the fort when he enters combat.

Taur Anax

Anax means lord or master. Two of these guard the Flask. They proc a self-only bladeturn with 20 percent of the hits they take. They also proc a lifetap on 10 percent of their attacks. They buff themselves with a strong damage shield and use PBAoE nukes when they have melee targets. They use Hibernian two-handed hammers with styles, and double attack in 25 percent of their combat rounds. This monster looks for any player who has the Flask every 10 seconds and attacks that player from as far as 2,560 units away.

Taur Suletor

Suletor means plunderer. These melee monsters randomly select a weapon from any of the possible Midgard weapon types when they spawn. They are assigned a full set of weapon styles to use with the weapon, as well. This monster looks for any player who has the Flask every 10 seconds and attacks that player from as far as 2,560 units away.

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Taur Magos

Magos means wizard or magician. These monsters use spears with three styles, a hate reducer style that improves their defense on the next round, and a side-weapon style and its follow up. They frequently cast powerful PBAoEs when melee targets are around. They also use strong directed fire nukes as well as a super lightning bolt single target nuke. This monster looks for any player who has the Flask every 10 seconds and attack that player from as far as 2,560 units away.

Taur Phulax

These are dual mage/meleers like the magos except that they have some unique targeting characteristics. During combat they debuff any pure-melee they fight with a version of Dirty Tricks (causes fumbles). They analyze their far targets constantly looking for pure casters. If there is a pure caster, they cease fighting whatever melee target they have and run up to the caster and mez him or her. Having no hatelist at this point, they do another aggro check. Once again if they find a pure caster in the vicinity they will mez him or her. Once all the casters are mezzed they attack a non-pure caster in aggro range or one of the mezzed casters. This monster looks for any player who has the Flask every 10 seconds and attacks that player from as far as 2,560 units away.

Taur Iater

A healer type, this monster looks for any player who has the Flask every 10 seconds and attacks that player from as far as 2,560 units away.

Taur Machetes

An axe-wielding maniac, this monster looks for any player who has the Flask every 10 seconds and attacks that player from as far as 2,560 units away.

Taur Toxotes

An archer, this monster looks for any player who has the Flask every 10 seconds and attacks that player from as far as 2,560 units away.

There are two versions of each taur. One version is for inside of the fort, which gains a regen bonus automatically if they spawn when the Flask is on the pedestal by the fountain.

The second version spawns outside the fort and periodically goes inside of the fort to drink from the fountain, which improves their regen rate for an hour.

A droplet-shaped structure in front of the fountain fort's main gate has a circular opening. This opening shows a spherical spell effect when the Flask is present, and no effect when the Flask is either in the possession of a player or not spawned.

A Flask

Class Restrictions: Usable by all.

Level Restrictions: 45

Ability 1—Waters of Life

This ability improves the efficiency of healing-based magic that is cast on the player.

Object Timer: 15 minutes

Restriction: Item Level 5

Ability 2—Divine Waters of Life

This ability places a duration based spell on the player, upon death it has a chance to resurrect them.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses

Hits: 40	Quickness Cap: 15
Strength Cap: 15	Constitution Cap: 5
Constitution: 15	Spirit resist: 5

Maddening Scalars

Creatures	Location	Goal
Uraeus, Ylyssan, Carnaxa	Zone 84 and Zone 85	Kill Ylyssan

Backstory

A pair of gloves was once made for a foul-spirited champion of Atlantis named Carnaxa. This champion was dishonest by nature and profited from illegal activities and even assassinations of rivals for her own personal gain. The gloves were designed to help her wield her weapons with greater alacrity. She had them crafted by the best smiths. She had them use the best materials. She had them enchanted. She successfully completed all the trials. But she didn't like the gloves. For some reason, whenever she wore them, she felt tremendous guilt and a sense of dread. She finally learned that the enchanter and the smith that helped create the gloves were related to two people she had killed. They had crafted the gloves she had wanted, but also had made them to lead her into madness. She learned of their plot too late. Already made insane by the gloves, she fled to the planes where she finally succumbed to the guilt and shame and threw herself into a river of lava.

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Encounter

When people die in Volcanus, a snake called a uraeus springs from the corpse. There can be only 200 of these creatures altogether. There is a 25 percent chance that an invisible uraeus will spring to life and move to a secret spot. If nine of these invisible creatures gather in that spot, they form into a giant undead uraeus named Ylyssan. Ylyssan is completely immune to fire; in fact, any type of fire damage will heal him to 100 percent. He can also randomly mez people around him. If you can kill him, however, Carnaxa will appear. She will thank you for freeing her spirit and drop the gloves.

Maddening Scalars

Class Restrictions: Usable by all.

Level Restrictions: 45

Ability 1—Unending Vengeance

This spell will turn part of the damage back on the opponent.

Object Timer: 15 minutes

Restriction: Item Level 5

Ability 2—Maddening Aura

This charge effect will cause the player to turn into a black wolf and give them a disease-based dot proc.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses

Melee Version:

Hits: 40

Constitution: 15

Quickness: 15

Melee haste: 3

Melee damage: 3

Constitution Cap: 5

Quickness Cap: 5

Caster Version:

Hits: 40

Dexterity: 15

Intelligence: 15 (Piety for Midgard)

Power Percentage: 6

Casting haste: 3

Dexterity Cap: 5

Intelligence Cap: 5 (Piety for Midgard)

Malice's Axe

Creatures	Location	Goal
Malamis; Disciples of Malamis	Volcanus: 46k, 22.3k	Kill Malamis

Backstory

There was an Atlantean crafter who had a tendency toward great emotional outbursts. He spent many years keeping his emotions in check, but every now and again he would suffer a burst of intense emotion. He found the best way to handle these extremes of temperament was to focus that emotion into whatever object he was crafting. On one particularly difficult day he created this axe and put all of his malice into it. He ultimately sold the axe to a warrior from some distant land who wanted to compete in the trials. The warrior died in Volcanus, and his axe passed into the hands of the taurs.

Encounter

The encounter begins when you attempt to pick up the Bound Malice Axe located on the pedestal. The axe spawns an average of three times daily. After you touch the axe, Malamis spawns instantly and begin beating on nearby players. Approximately 12 seconds after that, a group of Disciples of Malamis spawn surrounding the ring of stone. There are two chests outside of the ring and each controls a separate aspect of the encounter. You must take the Malice tokens, obtained by clicking on the Bound Malice Axe and place them in each chest. It takes 100 tokens to fill a chest. Once the Malice Chest of the Disciples has been filled, all of the disciples keel over and die. Once the Malice Chest of Weakening has been filled, Malamis can be killed. Until then, he can't be harmed past about 35 percent health.



While the disciples are up they perform two functions: If Malamis takes more than 50 percent damage, the disciples will begin healing Malamis. Each disciple has a 10 percent chance to cast heal each second, so the casts will be steady. The other function of the disciples is to cast stuns on any player they aggro, but this shouldn't happen too often. To draw the attention of the disciples you must be fairly close to them, so only token carriers and anyone who decides to attack the disciples should be in danger of being stunned. The disciples fully respawn every 12 seconds until the Malice Chest of the Disciples is full of tokens.

Malamis has the following abilities regardless of disciple participation: He casts a DoT randomly on any player who leaves the region of the dark red flames that surround him. Malamis also randomly ports players who attempt to leave the region back to the pedestal; this includes those attempting to go to the chests. However, he does not specifically target them after the teleport.

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Bound Malice Axe (comes in one- and two-handed versions)

Class Restrictions: Usable by stealth (minus Hunter), tanks, hybrids (minus Valewalkers), Druids, Wardens, and Bards.

Level Restrictions: 45

Ability 1—Malice

This proc will debuff all stats by 25 percent when it goes off.

Restriction: Item Level 5

Ability 2—Focused Malice

When used, this ability will allow the player to ignore all melee damage. At the end of the spell, the player will be affected by a DoT that drains health and fatigue.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses

Strength: 15	Constitution Cap: 5
Constitution: 15	Hit Cap: 40
Hits: 40	Style damage: 5
Strength Cap: 5	Fatigue bonus: 5

The Ring of Fire

Creatures	Location	Goal
Soleh, taur gladiators	Volcanus: 39.4k, 9.2k	Win three consecutive rounds of battle against the gladiators

Backstory

This mysterious ring forged of ice is highly resistant to fire. It is currently in the possession of the taur, but they do not understand its power, and they fear it.

The true story of the ring is this: Two Atlantean master crafters were debating the powers of fire versus ice, and made two rings. The plan was to wield the two rings, each in its opposite element, to see which would hold the greater power. One ring was made of ice, the other of fire. The ring made of fire was brought to the far north where the bearer died and the ring froze. However, the ring of ice was brought to Volcanus, where it somehow became semi-sentient and resists all attempts to destroy it.

Encounter

The ring rests on a pedestal waiting anyone to "attempt to destroy it" (read steal it). To get the chance to swipe the ring, you must complete the taurs' challenge and fight their gladiators. First speak with Administrator Alban and then Soleh to begin the encounter. Soleh spawns three times daily. Be sure to be fully grouped before accepting Soleh's challenge.

At the beginning of the battle your entire group is ported to a small island surrounded by lava. Each member is given an Arena ticket. (This is deleted automatically upon */release* or return to the mainland after victory.) There are two ways to exit the island—destroy the gladiators three rounds in a row or use the */release* command after death. Speak with Soleh once more to begin the first round, and again after each victory. After you win three consecutive rounds against the gladiators, Soleh rewards one player with a Pedestal Key and then the entire group is ported back to the pedestal area. The player with with the key can then take the ring.

Ring of Fire

Class Restrictions: Usable by all casters and all healer classes.

Level Restrictions: 45

Ability 1—Bonds of Ice

This ability will cast an ice based DoT/snare on the target.

Object Timer: 15 minutes

Restriction: Item Level 5

Ability 2—Unyielding Cold

The spell will give the player a defensive proc ability that will sap the will (Str/Con) from opponents.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses

Acuity: 15	Power percent: 6
Hits: 40	Spell duration: 5
Cold resist: 6	

Shades of Mist

Creatures	Location	Goal
Aged statue, greater criosphinx, criosphinx witness, salamander	Typhon's Reach: 7k, 10k	Defeat the guardians of the cloak

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Backstory

When Idarius died, a statue was erected in his honor, though nobody remembers who erected it. The statue still wears Idarius's magical cloak, and it is protected by three greater criosphinxes. Idarius's small memorial serves as a focus for the cloak's magic, and the criosphinx guards benefit from that power and are enhanced by it.

Encounter

The encounter starts with the spawning of a statue in the center of the area. In a wide area triangle around the statue are three greater criosphinxes. When left alone, the statue "feeds" power to the criosphinxes. If players engage the sphinxes without doing anything else, they will find that the sphinxes are level 99 and can do a ton of damage.

The statue in the center is holding a magical cloak. As long as the statue has the cloak, the sphinxes remain powerful. However, if you run up to the statue and right-click on it, the statue will give up the cloak without a fight. The three criosphinxes, on the other hand, have a big overlapping aggro range, and they will aggro on anyone moving through the area. The one catch is that the sphinxes cannot see stealthed players, so someone with high stealth can sneak in and remove the cloak. The guardians of the cloak will then see the thief and attack. However, instead of three level 99 mobs, you will have three level 65 mobs to contend with.

One potential problem is that the sphinxes have the ability to steal the cloak back, although it is a small likelihood. They also get the cloak if they manage to kill the one carrying it. Also, if the person with the cloak goes LD, logs, or leaves the area, the encounter resets and the cloak returns to the statue.

Two other creatures are around the encounter, but not really involved in it. The first are salamanders. These creatures are merely there as an obstacle. The other creatures are the criosphinx witnesses. These are minor guardian sphinxes whose only real purpose is to mark the boundary of the area the players must stay within until the encounter is completed. They are not aggressive and do not BAF. You can kill them, but they have a slow respawn time, and they are useful in marking the boundary of the encounter. The person with the cloak must stay within the boundary until all three guardian sphinxes are killed to complete the encounter.

Shades of Mist

Class Restrictions: Usable by stealthers, tanks, hybrids.

Level Restrictions: 45

Ability 1—Stealth Lore

Characters with Stealth and a stealth lore spell ability become harder to see, and characters without Stealth gain a small chance of seeing a stealthy opponent when they are nearby.

Object Timer: 15 minutes

Restriction: Item Level 5

Ability 2—Great Shade Form

Gives the player an ablative proc.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses

Stealth: 3
Parry: 3
Strength: 15
Quickness: 15
Armor factor: 10
Melee haste: 5
Fatigue bonus: 4

Snatcher

Creatures	Location	Goal
Azar, salamander, enthralled taur, siam-he plebian	Typhon's Reach: 46k, 31k	Defeat Azar

Backstory

An efreet has claimed the bracers known as Snatchers for her own, and she will use all of her magic to keep anyone from taking them. The origin of the bracers is unknown, but they are suspected to have been the work of a great Atlantean craftsperson.

Encounter

This encounter should require up to two full groups of players between 45 and 50.

Azar spawns on one of the islands in Volcanus. Every 20 minutes, she may teleport to one of two other islands to either side of her starting island. She behaves differently on each of the islands.

First Island: Salamanders

On Azar's first island, she walks among a bunch of salamanders. Should anyone approach her, she tells the salamanders to attack. She then uses a ranged radius and casts spells at players from a distance.

Second Island: Taurs

On Azar's second island, she summons up five enthralled taurs to help her. They have a 60 percent chance to intercept any attacks on her. She and they all use axes and styles. Additionally, she cannot be hit at by ranged attacks while at this location.

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Third Island: Siam-he

On Azar's third island, she changes her icon and name to match the siam-he plebians in the area. She also fully populates the island with siam-he plebians. She does not use any spells or styles in this form, but she can, and will, call for help from any of the nearby siam-he, who will come to her aid.

Snatcher

Class Restrictions: Usable by all.

Level Restrictions: 45

Ability 1—Bounty Hunter

The player gains 5 percent more bounty points.

Object Timer: Permanent once active

Restriction: Item Level 5

Ability 2—Realm Hunter

The player gains 5 percent more realm points.

Object Timer: Permanent once active

Restriction: Item Level 10

Bonuses

Hits Cap: 40
Constitution Cap: 5
Dexterity Cap: 5
Crush resist: 4
Slash resist: 4
Thrust resist: 4
Armor factor: 8
Fatigue bonus: 4

Tartaros' Staff

Creatures	Location	Goal
Akil, siam-he priests, salamanders	Volcanus; 11.7k, 50.1k	Kill Akil

Backstory

The siam-he often venture into other areas of the planes to acquire victims for their sacrifices. They use a portal in Volcanus, which is activated by their priests. One of the High Priests, Akil, has a staff that is part of his regalia. This is the Tartaros' Gift.

Encounter

Eight priests, with flames dancing around them, form a circle around the portal. They never leave their spots. High Priest Akil spawns on top of the portal, walking around it counterclockwise. The priests have a wide aggro range (1,024 units). They also have an engage radius of 150, so if someone is using ranged weapons, they need to be closer than 150 units away.

If the priests detect a player, they begin chanting. Every 15 seconds from then on, they chant, cast a spell, and call forth salamanders from the portal. The salamanders also have a decent aggro range and will attack anyone in that range. They may do either fire damage or cold damage to the player in addition to their normal melee damage. Each priest may summon up to six salamanders. The priests continue summoning salamanders until they are either dead or they've not sensed anyone for at least two minutes. If you close on the priests to melee, you take damage from the flaming swirl. Even while being attacked, the priests continue chanting and summoning salamanders.

When he spawns, Akil spawns all of the priests (if any should not happen to be there). Akil has a 1,300 engage radius, so he can't be pulled too far from the portal area. He also has the Tartaros' Gift. He doesn't use combat styles or many spells, but the one he does have functions as an ability (no casting animation) and it fires frequently on all ranges of targets.

Tartaros' Gift

Class Restrictions: Usable by all casters and Friars.

Level Restrictions: 45

Ability 1—Gift of Tartaros

Self only 50 percent power heal.

Object Timer: 15 minutes

Restriction: Item Level 5

Ability 2—Flame of Tartaros

Drains health from the opponent and converts it into health/endurance/power.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses

All focus: 50
Intelligence: 15 (Piety for Midgard)
Hits: 40
All magic: 3
Power Percentage: 6
Spell Damage: 5

Friar Version:
Piety: 15
Dexterity: 15
Hits: 40
Staff: 3
Melee haste: 5
Melee damage: 4

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Stygia Artifact Encounters

Band of Stars

Creatures	Location	Goal
Chisisi, iaculi	Stygian Delta: 9k, 18.7k	Kill Chisisi

Backstory

In the years before the destruction of Atlantis, one of the kings had a jeweler craft 10 bracelets. Each was a thick cuff of gold enameled blue with gold stars showing through to represent the night sky. Each bracelet was said to possess different magical attributes that strengthened the wearer's natural talents. The king would send one of his advisers, Deodatus, to the Hall of Heroes to meet with the newly arrived trial participants. Deodatus would judge the warriors and give bracelets to those he thought worthy. Upon completing the trials, Deodatus would reclaim the bracelets for the king.

As Atlantis shook with the destructive forces, Deodatus took the bracelets to the Hall of Heroes, hoping to give them to any warriors he met, but there was only one. Deodatus gave him the bracelet then returned to attend his king, taking the other nine bracelets with him.

The warrior with the bracelet fled to Stygia where he perished. A setian found the bracelet and kept it, hiding it in a cave. Over the eons, different setians have guarded it. The bracelet is currently guarded by a setian named Chisisi.

Encounter

The setian Chisisi is in a cave in the rocky hills of Stygia. When you enter the cave, you see several iaculi. Once you reach a certain place in the cave, you'll set off a poison cloud trap, at which point all the iaculi swarm together and form Chisisi. It's pretty simple once you get to this point. Just kill Chisisi and collect the Band of Stars.

Band of Stars

Class Restrictions: Usable by all.

Level Restrictions: 45

Ability 1—Shooting Star

Fires three bolts, each with a different effect.

Object Timer: 15 minutes

Restriction: Item Level 4

Ability 2—Baleful Shape Change

Polymorphs the opponent into a spraggon and debuffs all stats.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses

Matter resist: 5	Dexterity Cap: 5
Body resist: 5	Constitution Cap: 5
Spirit resist: 5	Hit Cap: 40

The Crocodile's Tooth Dagger

Creatures	Location	Goal
Itet, crocodile minions	Stygian Delta: 16k, 16k	Kill Itet

Backstory

Marricus was challenged by his brothers to get a crocodile's tooth. Armed only with a small magical dagger, Marricus started hunting and found Itet in his crocodile shape. When Marricus reached into the mouth of Itet to get a tooth, Itet chomped down on his hand and severed it. Marricus somehow managed to obtain the crocodile tooth, but he lost the dagger along with his hand. The dagger lodged itself into Itet's mouth, preventing him from leaving his crocodile form until it is removed.



Encounter

Itet begins in crocodile form. He wanders around as a crocodile, bound in this form by the magical dagger in his mouth. He has a chance every 30 seconds to give himself a defensive proc that damages players who attack him. At 50 percent health, he turns back into his genie form, and starts using the dagger that was stuck in his mouth to attack players. With the dagger, he gains the ability to plunge the weapon into the ground, causing it to send out a PBAoE shockwave with a large radius.

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The Crocodile's Tooth Dagger

Class Restrictions: Usable by all Stealthers, Tanks, and Hybrids (except Valewalkers).

Level Restrictions: 45

Ability 1—Shadow Curse
A Dex/Qui tap.

Restriction: Item Level 4

Ability 2—Blade Shadow
Summons a less powerful "shadow" version of the weapon that can be wielded in the off hand. The weapon has a persistent damage shield and a small lifetap proc.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses

Strength: 27
Dexterity: 27
Melee Haste: 2
Melee Damage: 3
Style Damage: 4

Dream Sphere

Creatures	Location	Goal
Torih, dream bound setian, dream bound scorpions, dao djinn	Stygian Delta	Kill the attackers and end Torih's dream

Backstory

Loukas was one of the older members of the Atlantean community. When the trial planes opened, he was too elderly to take part. At first, he would go to the edge of the planes and watch the brave young competitors go into the trials, but he had to stop because it made him sad. He spent his days dreaming of his glory days when he was a strong young warrior.

Loukas decided to use his magical talents to create a dream sphere. In the sphere he created a duplicate of the trials as well as an image of himself when he was young and strong. Loukas spent every day watching the world he had created in the dream sphere, oblivious to everything around him. It wasn't until his loyal servant shook him from his stupor that Loukas realized this world was in the process of being destroyed.

Unable to face the coming destruction, Loukas lost himself again in his dream sphere. As the walls of his home collapsed and crushed Loukas, the orb was washed into Oceanus by the force of the destruction. There it floated gently on the waves until it washed up on the shores of Stygia where it was found by a passing mau. Although the power of the dream sphere died with Loukas, it still has some magical properties, causing the mau to hand it down through the generations.

Encounter

This encounter has three possible scenarios; you only have to complete one of them. Torih has unfortunately bonded with the sphere and his dreams are coming to life around him. The first part is a dream about dao descending on the village and setting fire to all those within. Players need only kill all the dao to complete this encounter. The second and third parts are similar in that setians and scorpions attack the village and continue to attack the village till their numbers are depleted significantly. Killing the dao or sufficient other attackers ends the dream and triggers the end of the encounter. However, if Torih is killed by monsters or players, the entire dream ends and everyone fails.

Dream Sphere

Class Restrictions: Usable by all.

Level Restrictions: 45

Ability 1—Shape Change (Black Lion—Self)
Turns the user into a giant cat with a damage add.

Object Timer: 15 minutes

Restriction: Item Level 6

Ability 2—Shape Change (Black Lion—Group)
The spell changes the group into giant cats with a damage add buff and a DoT proc.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses

Armor factor: 15
Fatigue bonus: 5
Hits: 40
Hit cap: 40
Matter resist: 5
Body resist: 5
Spirit resist: 5

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Golden Scarab Vest

Creatures	Location	Goal
Prism-winged scarab, sunburst scarab, Tey	Stygia Delta: 9.6k, 51.6; Land of Atum: 57k, 47.5	Obtain the scarab-wing gloves to get the vest.

Backstory

Long ago, someone in a maubastet village discovered a lightweight vest made from scarab wings. Maubastet legend claims that it is the same vest worn by the woman who delivered (albeit accidentally) the Stone of Atlantis in to the hands of the setians. The woman was reputed to have been a thief by trade and paranoid that someone might steal things from her, so she placed magical protections on all of her possessions.

When she died in the desert, thousands of scarabs were attracted to her decaying body and they worked in unison to free the vest after they cleaned her bones. Unaffected by the vest's magic, the scarabs pushed, pulled, and carried the vest across the sands, ultimately meeting their demise when some youngsters discovered them in a maubastet village.

But when the villagers attempted to move the vest, it resisted their attempts and slid back to the ground. Priests tried various incantations to free the magical protections, but to this day, no one has been able to break the spell. Today, the maubastet believe it to be a cursed item from the scarab god, and they believe that all of the misfortunes that happen to the village are the result of the vest's presence.

Encounter

The encounter itself is fairly simple. If you pick up the vest, you complete it. However, the vest is cursed and no one is able to just walk by and pick it up. Unknown to the villagers, the one thing that is capable of breaking the curse has been around them all along. Only the essence of the scarabs from which the vest was originally made can break the curse. To make a long story short, you need to acquire magical scarab-wing gloves. If you wear these gloves you will be able to pick up the vest.

To get the gloves, first speak with Tey, a craft master in the maubastet village. He is willing to show you a sample of his work, which just happens to be gloves made out of scarab wings. Unfortunately, Tey realizes that he's out of the magical scarab wings he needs. He sends you to a nearby rocky outcropping west of the village to find the shy prism-winged scarabs and obtain 50 of their wings. Return them to Tey and he will give you a pair of magical scarab wing gloves. He actually has no idea what exactly the magic is good for, but he believes you'll find some use for them.

Golden Scarab Vest

Class Restrictions: Usable by all stealthers (minus Minstrels), Bards, Berserkers, Savages, and Blademasters.

Level Restrictions: 45

Ability 1—Scarab Armor

This spell makes the player more resistant to weapons.

Restriction: Item Level 4

Ability 2—Curse of the Scarab

This reactive spell ability will turn the opponent into a small scarab. The effects include an unbreakable snare and nearsight.

Restriction: Item Level 10

Bonuses

Dexterity: 15

Crushing resist: 6

Slashing resist: 6

Thrusting resist: 6

Style damage or Arrow range or Spell range: 4

Melee or Arrow or Spell damage: 4

The Golden Spear

Creatures	Location	Goal
Hounthro, Jomnaer, Landrine	Stygian Delta: 59k, 31k	Defeat the guardian janns and get the spear

Backstory

Ruia was one of Atlantis' fierce warrior-maidens who used a brilliantly crafted golden spear. When she foresaw the imminent destruction of Atlantis, she hurled the golden spear as far as she could into the Stygian Delta. It landed unheralded in the desert and is now guarded by three janns who won't pick it up, fearing that the other two will attack.

Encounter

The key to this encounter is to attack the guardian janns one at a time. If only one is in combat, the other two will just sit there and guard the spear. However, if two are in combat, the third will grab the spear and become stronger and stronger, gaining in abilities over time, until it eventually teleports away and the encounter cannot be completed. The alternative is to attack and fight all three at once, in which case none of them should grab the spear. The three Janns are called Hountro, Jomnaer, and Landrine.

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Hountro is melee oriented and has a bull charge. He may switch targets after charging, and can target healers and casters. If he gains the spear, he gets extra offense/defense bonuses and ultimately an AE stun, AE mez, and a health regen.

Jomnaer is a caster with basic nuke/nearsight abilities. He also has a special 1,000-unit-radius PBAoE spell (as opposed to a normal PBAoE, which has a radius of 350) that does high damage up close. He uses this once every minute or so. Once he obtains the spear, he gets offensive/defensive bonuses, levels, and an AE DD proc that will fire when you hit him.

Landrine is a combo healer/fighter. He has buffs, heals, and decent melee. If you attack him with cold or heat, there's a chance he'll develop a defensive proc that turns damage against his attackers. He can also create a healing aura around himself. If you can move him away from the aura, it won't heal him. If he obtains the spear he gains a DD ability, levels, offensive/defense bonuses, and an ability to create a storm cloud that stays in his general area, nuking players that it floats over. The cloud can't be attacked or targeted.

One way or another, kill all three janns to obtain the spear. If one of them gets the spear, the battle will be much tougher, and ultimately he may disappear on you.

The Golden Spear

Class Restrictions: Usable by all stealthers.

Level Restrictions: 45

Ability 1—Atlantean Insight
Debuffs the opponent's thrust resistance, thereby increasing the damage of the weapon for the duration.

Restriction: Item Level 6

Ability 2—Summon Flaming Spears
Summons five javelins that can be thrown, and will proc a wide fire AoE.

Object Timer: 15 minutes

Restriction: Item: Level 10

Bonuses
Melee Haste: 4
Strength: 12
Dexterity: 12
Crush resist: 7
Slash resist: 7
Thrust resist: 7
Style Damage: 4

A Healer's Embrace

Creatures	Location	Goal
Mesedubastet, crazed lions	Stygia: approx. 32k, 48k	Kill Mesedubastet

Backstory
Long ago, a maubastet warrior named Pamiu lay injured in the sands of Stygia. A beautiful furless woman came to his aid, attempting to heal his wounds. Unfortunately, in a panic over some catastrophe in another land (Atlantis), the woman left the still injured Pamiu to fend for himself. She did, however, leave with him her magically imbued cloak, hoping its magic would sustain him until she could return.

After the woman left, a savage lion wandered in to the area and smelled Pamiu's fresh blood. Normally, the lions do not attack the mau, but this was an exception. Pamiu had no chance to escape as the lion mauled him. But the magic in the cloak somehow saved Pamiu, though not in the manner one would expect.

In his dying moments, Pamiu's entire life essence was transferred into that of the lion. The next thing he realized, he was eating the flesh of his former body. The shock of the incident was too much for him to handle and drove him mad. The cloak and its magic transferred with him and have sustained him in his never-ending turmoil. He believed that his situation was the result of a curse from Bastet, so he called himself Mesedubastet or "Bastet hates me."

Encounter
Mesedubastet wanders randomly about the southern portion of the Stygian Delta and the Land of Atum. There are usually a number of crazed lions that follow him. Every time he or one of the other lions kills either a mau or a player, a new crazed lion is created. The new lions will then help kill any remaining targets. Other than his crazed lions, he has no special attacks, but he is a tough mob. If Mesedubastet's followers are killed, new lions will join him. When Mesedubastet is killed, the spirit of Pamiu is released, who then thanks the players who freed him.

A Healer's Embrace

Class Restrictions: Usable by all healer classes and Mentalist.

Level Restrictions: 45

Ability 1—Herbal Regrowth
This spell is a medium-sized single-target heal.

Object Timer: 15 minutes

Restriction: Item Level 5

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Ability 2—Celestial Healing
This healing spell is a realm mate-based line of sight spell.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses
Acuity: 15

Dexterity: 15

Hits: 40

Fire resist: 3

Cold resist: 3

Energy resist: 3

Heal bonus: 5

Nailah's Robes

Creatures	Location	Goal
Sebak, setians	Land of Atum: approx. 30k, 6k	Defeat Sebak

Backstory
Although the Atlanteans had little time for the worship of gods, there were some who took great pleasure in gaining knowledge about other religions. Nailah was one such Atlantean. She spent a great deal of time in Stygia with the bastians, learning about their god Bast from the bastian, Heqet. To thank Heqet for sharing her knowledge, Nailah had special robes created. On her way to visit Heqet, Nailah was waylaid by a group of setians who took the robes for themselves. The setians did not dare to kill Nailah and she was able to return to Atlantis. Before she could gather a force to retrieve the robes, the destruction of Atlantis began and the robes remained in the possession of the setians.

Encounter
Sebak spawns at the Fortress of Storms and walk to the entrance. He then monitors the surrounding forts and camps and chooses a path that takes it only to those that are not in combat. If all of the forts and camps are under attack, Sebak will go back into the Fortress of Storms and wait awhile before attempting again. If Sebak is in an area that comes under attack, he first heads into the nearest fort. Then, after a few minutes he makes a run for the Fortress of Storms for protection.

Although Sebak has no special abilities, he does have a group of companions to protect him. He tends to let his companions fight on while he runs away, so don't take your eyes off him for too long.

Nailah's Robes

Class Restrictions: Usable by all casters, Friars, and Valewalkers.

Level Restrictions: 45

Ability 1—Realm Lore
Allows the player to know the relative power and class of the target.

Object Timer: 15 minutes

Restriction: Item Level 5

Ability 2—Arcane Bonds
Places a DoT snare on the opponent.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses
Intelligence (Piety in Midgard): 15

Crush resist: 5

Slash resist: 6

Thrust resist: 6

Spell Range: 4

Spell Damage: 4

Friar Version:

Piety: 15

Crush resist: 5

Slash resist: 6

Thrust resist: 6

Heal Bonus: 4

Melee Damage: 4

The Scorpion's Tail

Creatures	Location	Goal
Terkari, baby scorpion, adolescent scorpion, mature scorpion, giant scorpion, scorpion drone	Stygian Delta: 16k, 16k	Defeat Terkari

Backstory
A magic ring was once created by the goldsmith Adiran and presented to one of the Atlantean kings. The ring granted the wearer unusually long life, strength, and great magical power. But the ring was stolen and the thief fled to the Stygian Delta where he was attacked by scorpions. He wasn't wearing the ring at the time, and so he was killed and, as he died, he threw the ring at one of the scorpions where it attached to the creature's tail. That scorpion, named Terkari, still lives today, thanks to the power of the ring.

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Encounter
The simple answer to how to accomplish this task is that you must kill Terkari to obtain the ring. Be wary of the globules he leaves on the ground, as they are deadly acid.

The Scorpion's Tail

Class Restrictions: Usable by all.

Level Restrictions: 45

Ability 1—Cure Poison
Cures poison.

Object Timer: 15 minutes

Restriction: Item Level 5

Ability 2—Cure Disease
Cures disease.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses
Casting Haste: 4
Power Percent: 7
Armor Factor: 8
Buff Bonus: 6
Heal Bonus: 6

The Silver Whip/ Greave/Scythe

Creatures	Location	Goal
Maedion, Betialotel, iaculi	Land of Atum: 10.6k, 16k	Keep Maedion alive

Backstory
Atlanteans were always craving new knowledge and Julea was no exception. She had a fascination with all the magical creatures of the planes and spent a great deal of her time studying them. But her father feared that she would one day be attacked by something while alone, especially the iaculi, so he gave Julea a magical flute designed to charm the creatures. Julea would play the flute and the creatures would be charmed for a while, allowing her to study them safely.

Once, while Julea was out in Stygia observing the iaculi, she received word that something was terribly wrong in Atlantis. As she hurried back to her father, she did not notice when the flute slipped out of her pouch, but the iaculi did.

Angered by the affect the flute had on them, the iaculi took it and asked the sphinx Betialotel to take it away. But Betialotel gave it to Maedion, the snake charmer, and forced him to keep the flute and to guard it for all eternity.

Encounter
Maedion desperately wants to be rid of the flute and journey into the afterlife, but the Sphinx Betialotel will not yet let him. Betialotel requires that Maedion perform one final task before he can give the flute to another. This task is quite difficult and so Maedion asks you to accompany him to its end. There he will give you the flute and he will run into the Necropolis.

The task is basically to escort the mau to another set of ruins just over the hill. Maedion will play the flute as long as he can, but will need to make routine stops to catch his breath. When this happens, the surrounding iaculi come and attack him. Note that you must have good faction with the mau in order to speak with Maedion and accompany him on his journey. At the end of the trip, Maedion will only speak to the person who originally accepted the task, but everyone in the group will be rewarded.

The Silver Whip/Greave/Scythe

Class Restrictions: Usable by Reaver, Savage, and Valewalker.

Level Restrictions: 45

Ability 1—Silver Fire
Taps the opponent's hit points and drains them, converting that damage into health/endurance/power for the wielder.

Restriction: Item Level 5

Ability 2—Silver Aura
A silver nimbus of flame surrounds the player, casting an ablative shield and a damage shield.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses
Weapon skill: 3
Fire resist: 4
Cold resist: 4
Energy resist: 4
Melee haste: 3
Matter resist: 4
Body resist: 4
Spirit resist: 4
Melee damage: 4

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Stone of Atlantis

Creatures	Location	Goal
Keeper of the Stone, Pedibastet, maubastet villager, maubastet defender, maubastet priest, maubastet craftsman, maubastet entertainer, setian stormlord, setian sandstrutter, setian desert scout, setian warrior, setian sandscryer, setian saut, setian serf, setian slave	Keeper—Stygian Delta: approx. 15k, 20; Pedibastet—Stygian Delta: 10k, 55k; Stone of Atlantis—Stygian Delta: 8.7k, 18.3k	Obtain the Globe of Chaos and the tuning fork, then the Stone of Atlantis. Kill the Keeper of the Stone. Complete Pedibastet's request.

Backstory

The mau and the setians have opposing views on life. The mau revere family and protection, while the setians embrace chaos and destruction. The Stone of Atlantis is a powerful artifact that was lost by one of the "masters," a term that some of the maubastet use when referring to the Atlanteans. The artifact was discovered by a setian, and it gave him unexpected magical power. The maubastet scouts reported this to their leaders, and the maubastet attempted to take the stone from the setians, but were beaten back.

The setian discovered that the stone's power still affected the owner even if it wasn't immediately near him. So, as a safeguard, the setian hid it away within the ruins, where he'd originally found it. Additionally, he crafted a magical amulet that works to hide the stone from sight. A person could be standing on top of the stone and not see it without the amulet. Before he died of old age, he passed down the secret of its location and power to his eldest son, which started a lasting tradition. The possessor of the stone became a leader of the setians and was always known as the Keeper of the Stone.

From his fort, established near the ruins that held the stone, the Keeper of the Stone sends waves of his fighters through a nearby portal so that they may take the land from the maubastet on the opposite side of the river. Time and again, the maubastet beat them back to their own side of the river. Unfortunately, the maubastet do not have the strength to tackle the fort and stop the invasions from happening.

Encounter

This encounter is part encounter and part quest, both of which must be done to obtain the artifact. However, you can choose the order in which to perform the parts. The goal here is to find the Stone of Atlantis. Unfortunately, the stone is hidden, both physically and magically. To find the stone, you need the Globe of Chaos, a magical amulet that the Keeper of the Stone wears around his neck. To get the amulet, you'll have to kill the Keeper.

As soon as he is attacked, the Keeper calls some of his guards to stop the intruders. Additionally, he turns invisible and begins to attack those within his fort. Not only is he invisible, but he attacks primarily with spells and he teleports to new locations within the fort every 10 seconds. If someone hits him with a physical attack, it makes him become visible momentarily, which should then allow casters to hit him. However, he turns invisible again once he moves. He doesn't have any particular resistances, but he does have a lot of hit points, so the fight could be somewhat lengthy.

Once the Keeper is killed, the Globe of Chaos falls from his neck. However, the Globe of Chaos cannot be used alone to find the stone. You also need a "key," which in this case is a particular sound that disrupts the swirling chaos within the amulet. If you have good faction with the maubastet, you can speak with Pedibastet in the maubastet village on the south side of the river. He tells you about the Keeper and the stone and how to activate the globe. He reveals that he has a special magical tuning fork that was forged long ago by his ancestors. However, as much as he wants to help you, he isn't quite sure that he trusts you. He asks you to prove your integrity by acquiring 20 ears of his enemies (setians). If you do that, Pedibastet will part with the tuning fork.

With both the tuning fork and globe in hand, you can go to the ruins. Once inside the structure, you must */use* the fork, which reveals the location of the stone. If you use the fork outside the ruins, you will be told that you are not close enough.

There is a regular event that occurs in this area and supports the story of the encounter, though it has nothing to do with acquiring the artifact. Every so often, a wave of setians cross the river through the portal near their fort. They end up across the river at the other portal (that is being defended by the maubastet). More often than not, the setians will win. If so, the maubastet eventually send reinforcements to retake the portal. If successful, the maubastet set new defenders to guard the portal.



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Stone of Atlantis

Class Restrictions: Usable by all casters.

Level Restrictions: 45

Ability 1—Summon Wand

This spell summons a wand with two charges of either an energy bolt or a root spell.

Object Timer: 15 minutes

Restriction: Item Level 4

Ability 2—Summon Rod

This spell summons a rod with 5 charges of either a power heal or fire bolt.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses

All Casting skill: 3

Intelligence/Piety: 18

Power Percentage: 5

Intelligence/Piety Cap: 5

Spell Range: 5

Aerus Artifact Encounters

Braggart's Bow

Creatures	Location	Goal
Karise's Guardian, Karise	Green Glades: 43k, 15k	Kill Karise

Backstory

There were many skilled archers in Atlantis, but it was generally agreed that Karise was the best archer of her time. She had a secret, however—a magical bow. But she was boastful, and once a visiting god overheard her. Irritated at her arrogance, he challenged her to a contest.

They agreed each to fire one arrow and the one who came closest to the bull's-eye would win. The god went first and just barely missed getting a bull's-eye. He laughed because he did not think a mere human, even if she was an Atlantean, could do better, but to his surprise Karise's arrow struck the exact center of the target. Outraged, he grabbed the bow out of Karise's hands. She managed to snatch it back, but the damage was already done. The god had sensed the magic in the bow and knew he had been tricked. Karise fled Atlantis, but the god caught up with her in Aerus and cursed her, turning her into a statue that still stands in Aerus.

Encounter

Ten pillars surround Karise's statue, each with a dormant statue. These statues cannot be killed or even attacked if Karise is not there.

When Karise spawns, the statues wake up and will attack players who come within their aggro range. But they still can't be killed. Only Karise can be killed. She is vulnerable to magical damage and resistant to melee damage, and when she is struck by melee she will sometimes switch her defensive shield proc to a different damage dealing type. Magic does not cause a damage shield change.

Karise has 10 control links and energy beams pulsing outward from her. These links are what keep the statues surrounding her attacking and animated. If you can attack the control links and kill them, the statues stop shooting, but you have to kill all 10. The control link residing in front of a given statue is linked to that specific statue.

Control links shoot out an AE damage spell if they are hit with magical damage quite often. This effectively prevents you from using PBAoE to kill them too easily.

Once its control link is severed, however, a statue goes dormant again. Then you must kill Karise to complete the encounter. Destroying the control links makes this far more possible.

Braggart's Bow

Class Restrictions: All bow users.

Level Restrictions: 45

Ability 1—Arrows of Flight

Summons 50 either Keen (slash), Impact (blunt) or Impaling (thrust), or Arrows of Flight into your inventory.

Object Timer: 15 minutes

Restriction: Item Level 5 and Bow Users only.

Ability 2—Arrows of Flame

Is a duration-based proc spell that will turn any fired arrow into an AoE dd spell.

Object Timer: 15 minutes

Restriction: Item Level 10

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Bonuses

Dexterity Cap: 6
Quick Cap: 5
Archery Haste: 2
Fatigue: 5
Arrow Damage: 3
Arrow Range: 4
Bow Skill: 3

Cloudsong

Creatures	Location	Goal
Eramai, Destin, Aerus Statues	Green Glades: 34k, 24k	Obtain the music box; Kill Eramai

Backstory

The legends say that the Atlanteans were like gods and that their architecture, art, and music were without rival. And of all their achievements, the greatest of all was the building of a city in the clouds. This feat awed the world. There was nothing like it anywhere. After the first city in the clouds, they built many more throughout their kingdom.

In admiration of these cities, a singer of great renown created a diamond pendant in the shape of the first cloud city. Jahonis, for that was his name, imbued the pendant with the ability to transport from anywhere in the 10 kingdoms into the first cloud city. When the cataclysm began and he realized that he and his beloved city were doomed, he found a spot high up in the city where he could see the fires burning into the night. Clutching his pendant, he sang a song to the pendant about the cloud city, Atlantis, and the loss the world would face with its destruction. When his song ended, he walked to the edge of the city and jumped just as the cloud city began to break apart and fall. The pendant attempted to use its magic as Jahonis fell, but the magic failed. But then, the pendant did something even Jahonis could not have predicted. It sought another source of magic.

The only reliable magic during Atlantis's destruction was the planes. For some reason, while the magic wavered and shook, and while planes suffered the same traumatic weather and seismic forces present in the world, the magic still stood. The pendant sought the magic out, found it, and brought Jahonis there. The trip was not smooth, and Jahonis was badly injured during the magical portion, because most magic was being disrupted. He was beyond healing, and the pendant, sensing its owner's death, sang to Jahonis all the songs it had ever heard, plus a tune he had never heard. This was the tune the pendant played in Jahonis's mind as he died. It was the most beautiful thing he had ever heard, and Jahonis just may have been the only Atlantean to die with a smile and a sense of peace.

The pendant remained on Jahonis's corpse for hundreds of years, until a passing centaur unearthed it. Moved by the beauty of it, the centaur wore it and passed it down to his family. Over the years since, it has been stolen, retrieved, and hoarded…a treasure beyond compare.

Encounter

This encounter will probably take about one full group. It begins with Eramai, a centaur in the Green Glades. When you speak with Eramai, he tells you about the pendant, which he will trade for a music box created by an NPC in Aerus Haven. The NPC's name is Destin. He will craft you a music box if given the proper materials.

Destin resides in Aerus Haven where he can be seen wandering around town. Speak to him and he'll tell you that he can, indeed, craft the music box you seek, but that he needs materials that that can only be found on Aerus Statues. In exchange for the job, Destin asks that you bring him enough materials for two music boxes. He explains to players that they must bring him one Large Block of each material or two Small Blocks. These statues can be found in the four corners of the Green Glades.

Find the statues in four camps at different spots in the Green Glades. You need to bring back both marble and bronze blocks, and there should be a mix of each type of statue in the camps.

All you need to do, once you have been given the quest, is to kill the appropriate type of statue, which then drops the block you need. However, the way the encounter is intended, the kind of block it drops depends on the killing blow. If the blow is from a melee weapon, the statue drops a Large Block. If the killing blow is from any other type of damage, it drops a Small Block, of which you need two.

Return to Destin with the required materials and hand them to him in order to receive your music box. Then return to Eramai and give him the music box. Not surprisingly, he decides to keep both the music box and the pendant, so you know what you have to do.

It's best to attack Eramai when he is on the part of his path farthest from the centaur camp. That way you have a better chance of avoiding adds. When you hit Eramai with slashing damage, he seems to take considerable offense to it and casts a PBAoE each time.

The hardest part of this quest is that, although the pendant drops every time Eramai is killed, it breaks into pieces three out of four times. You only have a 25 percent chance of getting the pendant. Moreover, Eramai only spawns four times a day, so getting this artifact can prove frustrating.

If you have completed all other parts of this encounter, but died fighting Eramai or did not get the pendant when you killed him, you can return to Destin and he will give you another music box, perhaps because he doesn't like the idea of you being ripped off. At any rate, you can kill Eramai again by giving him the music box again. If Eramai is killed prior to being given the music box he will drop the pendant, but it will shatter into several pieces every time.

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Cloudsong Cloak

Class Restrictions: Usable by all casters, all healing classes, and Valewalkers.

Level Restrictions: 45

Ability 1—Feet Like a Feather

This will negate a certain amount of falling damage.

Object Timer: 15 minutes

Restriction: Item Level 2

Ability 2—Aura of Magic

This ability increases the range and spell penetration by 5 percent of all realm casters in a 1,000 unit radius.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses

Power Percentage: 5
Buff Bonus: 5
Acuity: 12
Armor Factor: 8
Acuity Cap: 5
Power Cap: 5
Casting Haste: 5

The Cyclops' Eye

Creatures	Location	Goal
Cyclopes, Kertom, Kleps, Klops	Arbor Glen: 34k, 18k	Get the Cyclops' Eye Shield from whichever cyclops has it

Backstory

Siromos was a skilled smith of Atlantis who specialized in making shields. He was commissioned by the cousin of the third king of Atlantis to create a special shield. The king's cousin had defeated a mighty cyclops and had taken its eye. He wished the eye to be placed in the center of the shield so that its magic would be unleashed upon his enemies. Siromos agreed to make the shield for the king's cousin.

Unfortunately the king's cousin was all brawn and very little brains. He never asked Siromos to add any way to control the magic into the shield. Siromos had enough sense to cover the eye while he made the shield, and the king's cousin kept the shield covered until he reached the lands of Aerus. When he uncovered the shield, the magic of the eye knocked the men with the king's cousin unconscious. At that point the cyclops attacked and mortally wounded the shield's bearer. The local centaurs chased the cyclops off, but the warrior still died. The centaurs took the shield and placed it upon a statue on a floating area to taunt the cyclops, but subsequent to the fall of Atlantis, that area fell.

Encounter

This encounter can require as little as one group or as many as three, depending on the strength of the group and the strategy used. Basically, there's an easy strategy and one that ends up being far more complex.

When you approach the fallen piece of the sky city you see a group of six cyclopes at the base of the ramp, which leads up to the area where Kertom can be found. These cyclopes wish to obtain the Cyclops' Eye Shield but are afraid of the guardian statues above. You can walk pass these cyclopes without being attacked, however it will make the encounter more difficult later if you ignore them now.

If you kill the cyclopes below (the best strategy), then you will have free access to Kertom and won't have to fight the bronzed and stone guardians. The guardians are protecting the shield from the group of cyclopes below, not from you, and they will not come to life if you kill the cyclopes first.

When any player kills Kertom the shield will drop. At that point, however, any once-neutral cyclopes below become aggressive and will attack players when they exit the ramp. If the cyclopes' camp is not cleared and the bronzed and stone guardians are all killed, but Kertom kills the players—any currently spawned cyclopes in the group below will charge Kertom and attempt to kill him. If they succeed they will take the shield and run to the nearby wooded area.

During this transition, you can attempt to kill the cyclops with the shield and loot it. If the cyclops makes it to its destination, the battle becomes tougher still as you will have to face two level 74 cyclopes named Kleps and Klops. One of these two will randomly be given the shield. You have to kill the named cyclops holding the shield in order to loot it. These guys are tougher than Kertom.

If you do kill the shield holder (Kleps or Klops) the encounter begins again from the beginning the next time Kertom spawns. If Kleps or Klops kills you, the shield will remain on them until they are defeated (or until the server is rebooted). Kertom will not spawn again if the shield is currently in the hands of any of the cyclopes.

The Cyclops' Eye

Class Restrictions: Not usable by casters, Hunters, and Valewalkers.

Level Restrictions: 45

Ability 1—Stealth Lore

Characters with Stealth and the stealth lore spell ability become harder to see, and characters without Stealth gain a small chance of seeing a stealthy opponent when they are nearby.

Object Timer: 15 minutes

Restriction: Item Level 5

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Ability 2—Greater Realm Lore

Allows the player to know the relative power and class of the target. As a result the target has a reduced chance to hit and damage.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses

Hits: 40
Fire resist: 5
Matter resist: 5
Body resist: 5
Spirit resist: 5
Armor Factor: 8
Hit Cap: 32

Enyalio's Boots

Creatures	Location	Goal
Enyalio's First Guardian, Enyalio's Second Guardian, Behrooz the Jinni, First Guardian's Projection, Second Guardian's Projection	Arbor Glen: 31k, 54k	Kill Enyalio's guardians

Backstory

After a long and successful career as a military leader, Enyalio was killed in a large battle. His father had a memorial for him created in Aerus to honor him, and placed his boots in a magically sealed chest, watched over by two guardians. Enyalio's father admired his son and determined that anyone who could demonstrate a similar level of heroism and prowess should have the boots. Even though many of the floating Aerus islands fell, the memorial and the chest remained intact.

Encounter

Warning: This encounter is all about riddles, and some of them are pretty obscure.

Spoiler

This encounter is intended for one or two full groups of 50s. It begins at Enyalio's memorial, when you speak to the First Guardian (a heiracosphinx), who will speak to you in somewhat unintelligible language, saying "The guerdon awaits the laudable entity who conveys the answer of this conundrum before our falconiformic oculi. Do you wish to hear?" Listen to what he has to say, but if you're curious, the translation of what he first says is, roughly, "The reward awaits the worthy person who brings the answer of this riddle before our falcon/eagle-like eyes. Do you wish to hear?"

Next, the First Guardian offers a "What am I?" riddle. The answer to the riddle requires players to capture a monster named Behrooz the Jinni. Here's the interpretation:

I am lucky. It's in my name.

Behrooz is a Persian name that means Lucky.

Controlling the air is but a game.

The jinn are djinn of air (like efreet are djinn of fire).

I ride the winds in silver light.

He comes out when the moon is up (at night).

Never noon am I in sight.

He never spawns during the day.

My strength is great, my magic mighty.

He's a respectably tough boss who can both melee and cast spells.

Until the vessel, then I'm flighty.

The vessel is a Small Crystalline Phial that can be found off of centaurs, cyclopes, and gorgons.

My life, you see, is ne'er sans rules.

This relates to the myth that djinn can be captured.

Because of this even simpleton fools,

Because of the rules that govern the djinn, even common people can do this.

Are given the means to bind my power.

The "simpleton fools" can contain the otherwise powerful jinni.

Then all I can do is sit and glower.

Once bound, the jinni is at the whim of the one who captured him.

One thing in hand is all they need,

If the "simpleton fool" just happens to have the one item (the Phial).

When they fight me and succeed.

The item (Phial) needs to be in the person's inventory when they defeat Behrooz.

Resigned I am to follow to follow the law,

Once captured, he's not going to fight it.

But wishes granted are a myth in flaw.

He doesn't grant wishes.

"…Your eyes have been cleared, and you will now be able to find the vessel that you will need to solve that which was passed to your ears. Someone in Aerus is bound to have that which you seek."

At this point, you must fight gorgons, cyclopes, or centaurs, with a five percent chance that a "Small Crystalline Phial" will drop. This is what you need to capture Behrooz the Jinni. Multiple players can take on this quest and all get the phial at the same time.

Behrooz is a djinn of air and he tends to use air-based and confusion spells. He is slightly resistant to melee, void/cold, air/spirit, and energy attacks. He is more vulnerable, however, to matter/earth attacks.

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You can find Behrooz somewhere in the wooded areas of Arbor Glen, but only between the hours of midnight and 3 a.m. You must find him and defeat him in battle. When you do so, anyone in the battle who has a Small Crystalline Phial in their inventory will "see a small puff of purple smoke" and the phial will become a "Phial Containing Behrooz."

With Behrooz in the phial, you must return to the First Guardian and interact again. He will say, "You solved the riddle, proving yourself worthy enough to attempt the next phase of the test. [Are you ready to continue?] If you are, then you will need to be prepared to fight immediately."

At this point, you can back out or click the highlighted text to continue. Once you decide to continue, the two guardians begin "concentrating." They create mental projections of themselves that walk to the center of the temple. Once there, they aggro on you, but they can't be attacked until then.

The First Guardian is very resistant to crush, thrust, cold, body, and energy magic but is essentially neutral to slash, heat, matter, or spirit.

The First Guardian's Projection uses a lot of debuffs, mez, and stuns. The Second Guardian's Projection uses cold-based spells and DoTs.

The Second Guardian has the exact opposite resistances. They both use a variety of abilities and spells, and they will not leave the temple.

When both guardians have been killed, a Key to Enyalio's Chest drops. You can use this key to open the chest in the center of the room. If, for some reason, the chest is not there, which could happen if someone got the key and then left without opening it and then someone else came and did the encounter later, you can speak with the First Guardian again and the chest will respawn. The guardians will always be up.

Enyalio's Boots

Class Restrictions: All wearers of studded or above.

Level Restrictions: 45

Ability 1—Courage of Enyalio

Frustrates the opponent and causes them to miss more often.

Restriction: Item Level 5

Ability 2— Speed of Air

This spell is a run speed buff.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses

Strength or Dexterity: 15	Hit Cap: 40
Hits: 40	Body resist: 5
Strength or Dex Cap: 5	Armor Factor: 10
Dex or Con Cap: 5	

Flamedancer's Boots

Creatures	Location	Goal
Centaurs	Arbor Glen: 27.4k, 7.4k	Obtain the Aerus Truesight Potion. Kill the waves of centaurs.

Backstory

Cyrell was a highly skilled armorsmith. He and his brother Bence would spend their days crafting armor for the 10th king of Atlantis. While Bence preferred to work in cloth and leathers, Cyrell loved working with all kinds of metal. He would often work on making metal armor that was very lightweight so the wearer would not become fatigued.

King Kiron asked Cyrell to forge a pair of boots for his son, Chiron. The boots were to be of the lightest metal and be enchanted to protect Chiron's feet from lava among other things. Cyrell spent many days and nights forging the boots. When they were done, Chiron donned them and set out for Volcanus. Along the way he became lost and ended up in Aerus where he was attacked and killed by a cyclops. A passing winged centaur found the prince's body and returned it to King Kiron. The king, saddened by his son's death, had a statue of his son crafted and placed in Aerus. He had the boots sealed inside the base of the statue and charged the winged centaurs to guard it. From that day, a group of centaurs have always guarded the statue, although they have long forgotten why.

Encounter

If you find the statue of Chiron, you might notice that you can't see anything unusual about it, other than that it is guarded by a bunch of centaurs who don't seem to like you being there. In order to penetrate the secret of the statue, you must obtain the Aerus Truesight Potion from the volurgons in the Heart of Volcanus dungeon. When a player with the potion approaches the statue, waves of centaurs pour out and the potion is automatically used up. Defeating all the centaurs allows the player who had the potion to see the door in the base of the statue, open it, and obtain the Flamedancer's Boots.

There are three waves of centaurs:

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1. *Warriors and scouts*
2. *Warriors, scouts, and mages*
3. *Warriors, scouts, mages, healers, and sages*

Flamedancer's Boots

Class Restrictions: Wearers of cloth and leather only.

Level Restrictions: 45

Ability 1—Dirge of Dodging

Frustrates the opponent and causes them to miss more often.

Restriction: Item Level 5

Ability 2—Speed of Air

This spell is a run speed buff.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses

Melee Version:	**Caster Version:**
Constitution: 15	Intelligence/Piety: 15
Hit Points: 40	Hits: 40
Constitution Cap: 5	Intelligence/Piety Cap: 5
Quickness Cap: 5	Dexterity Cap: 5
Hit Cap: 40	Hit Cap: 40
Body resist: 5	Body resist: 5
Armor Factor: 10	Armor Factor: 10

Foppish Sleeves

Creatures	Location	Goal
Suralle, Atherno, Kasora, Bergopes	Arbor Glen: 52.3k, 8.6k; Green Glades: 6k, 12k; 10k, 17k; 12k, 12k	Kill Bergopes

Background

There was a scholar of Atlantis who achieved great notoriety for his brilliant works on everything from the sciences and magic of the day to philosophical ponderings on governments, the gods, and the advancement of the Atlantean race above all others. He had one severe disadvantage, however. He was a slow thinker. He mulled matters over and over in his mind until he eventually came to the solution or to a working theory.

Many of this scholar's peers were quick-minded, and impatient with the way he worked, slowly mulling over every fact, slowly coming to a conclusion, silently dismissing it, and then, finally, after a lengthy interval, speaking his conclusions. He even spoke slowly, which also drove people to frustration. This would not have been such a problem had he not been the most brilliant of them. The Atlanteans prided themselves on their brilliance, and they certainly couldn't dismiss their most brilliant of all. But, being brilliant scholars in their own right, they came up with a brilliant solution.

The brilliant and notorious scholar was famous for wearing foppish clothing whenever he met with his peers, so the other thinkers had some foppish sleeves made for him…with some magical alterations that sped up the wearer's thought process. The scholar took them gratefully and wore them, never noticing the change, because he didn't pay any attention to such matters. The only thing he did remark upon, on occasion, was that his peers seemed to be so much the friendlier, and the gatherings he attended seemed to involve many more topics than usual.

The scholar died before Atlantis fell, and his peers, saddened at his loss, placed the hat on his grave. At some point in the night a swift wind picked it up and carried it off, and most believe today that the Foppish Hat fell into the planes when the cloud city fell.

Encounter

Somehow, the Foppish Sleeves ended up in the possession of a cyclops named Bergopes. And Bergopes cannot be killed by ordinary means. If you attempt to kill it with a normal attack, you will not be able to get it below half health, and it'll give you a lot of trouble even to get that far.

The secret to killing this cyclops involves the powers of the gorgon—specifically, the gorgon's gaze. So you have to kill a either Suralle, Atherno, or Kasora and sever the head of that gorgon to bring to the battle with Bergopes. But it isn't going to be that easy. Here's what you have to do:

In any order, you must go into Oceanus and fight tritons for a rare drop—Kerubis' Scythe—then you'll have to hunt centaurs for the Kibisis, a bag that can preserve the gorgon's head for up to six minutes. With these implements in hand, you have to kill a gorgon.

If you have both the scythe and the bag in your inventory, you'll get the gorgon's head when you kill it. Then, for the next six minutes, the head will bleed, with a message every 10 seconds. This bleeding spawns an iaculus that aggros only on the player carrying the head. The iaculus will die in five minutes if it is not attacked.

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You must take the head to Bergopes and */use* the head on it. This removes the creature's special powers and allows you to kill it. However, once you land the first damaging blow, a 15-minute timer begins. If you have not killed Bergopes within 15 minutes, he will regain his powers and you will not be able to kill him. In all likelihood, he'll kill you.

The key to this encounter is speed. Once you have obtained the head, you must go quickly to the cyclops and use it. Once you attack Bergopes, you must kill him quickly.

Foppish Sleeves

Class Restrictions: Usable by casters, stealthers (not Minstrel), Friars, Bards, Berserkers, Savages, Blademasters, and Valewalkers.

Level Restrictions: 50

Ability 1—Chink in the Armor

This ability is a short-term weapon resistance debuff.

Object Timer: 15 minutes

Restriction: Item Level 5

Ability 2—Stupefy

Casts a debuff on the opponent that will reduce all stats.

Restriction: Item Level 10

Bonuses

Melee Version:

Constitution, Quick, or Strength: 15

Crush or Slash resist: 5

Cold or Spirit resist: 5

Constitution or Strength Cap: 5

Dexterity or Quickness: 15

Dexterity or Quickness Cap: 5

Hits: 40

Caster Version:

Dexterity: 15

Slash resist: 5

Thrust resist: 5

Dexterity Cap: 5

Intelligence/Piety: 15

Intelligence/Piety Cap: 5

Power Percent: 6

A Gift of Love

Creatures	Location	Goal
Danos, Flimnos, Hadrios, Syrix, centaur patroller, centaur impaler, centaur archer, centaur healer, centaur arcanist, centaur naturalist	Green Glades: 25k, 13k or 33k, 25k	Kill Danos

Backstory

Aloeus was to become the husband of a brave female warrior named Nikolia. But being only a poor humble baker, he wanted to honor his bride with a present worthy of her status and skills.

He had a magical vest crafted—light but strong, and studded with different metals and four gems. The smith told Aloeus that each gem would grant Nikolia a special power. The ruby would supplement her strength, the sapphire would keep her healthy, the emerald would give her an advantage with any weapon she used, and the amethyst would give her a magical shield.

But jealousy would ruin his gesture. Ellice, Aloeus's assistant at the bakery, stole the vest and fled to Aerus, but Nikolia followed her there and told her friends, the centaurs, of Ellice's treachery. In the battle to recover the vest, Ellice was killed, but Nikolia was also mortally wounded. Aloeus was heartbroken. He left the vest with the centaurs and asked them to keep it safe.

Encounter

This encounter is designed to require two to three full groups, and involves two centaur camps and a boss called Danos who has three named guards: Flimnos (tank), Hadrios (healer), and Syrix (caster). You have to kill Danos to complete the encounter.

Danos moves around during the day, and it helps to know his itinerary:

- *In the morning (0501-1800), he will be at the first camp at approximately 25.1k, 13.7k.*
- *In the evening (1801-0500), he will be at the second camp at 33.3k, 25.4k. His named guards are always with him.*

Wherever he is, there will also be five extra patrollers, which respawn very quickly. If you can kill Danos you will get the vest.

By himself, Danos is weak, other than some styles and some bonuses to offense and defense. But when you add his three guards, it's a different story. The best strategy may be to take out Hadrios first, because he tends to stay in the back and heal the others. After that, take out Syrix, then Flimnos. Danos should be no problem after that, but be aware that the centaur patrollers respawn quickly and can gain aggro from far away.

Gift of Love

Class Restrictions: Usable by all.

Level Restrictions: 45

Ability 1—Aura of Armoring

Reactive armor factor tap, debuffs target's AF by 50 and buffs player's AF by 50.

Restriction: Item Level 5

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Ability 2—Essence Consumption

Duration-based Reactive lifetap DoT.

Restriction: Item Level 10

Bonuses

Caster Version:	Melee Version:	Hybrid Version:
Hits: 40	Hits: 40	Hits: 40
Intelligence/Piety: 18	Strength: 18	Strength: 18
Intelligence/Piety Cap: 4	Strength Cap: 4	Strength Cap: 4
Dexterity: 15	Dexterity: 15	Dexterity: 15
Dexterity Cap: 4	Dexterity Cap: 4	Dex Cap: 4
Spell Damage: 4	Melee Damage: 4	Melee Damage: 4
Spell Range: 4	Style Damage: 4	Style Damage: 4
		Casting Haste: 4
		Spell Range: 4

Jacina's Sash

Creatures	Location	Goal
Cyclopes and Narkis	Arbor Glen: 15k, 12k	Kill Cyrek

Backstory

Find Narkis, the centaur, lurking among the trees in Arbor Glen. He tells you about the cyclops named Cyrek in the gorge to the north. Narkis doesn't like Cyrek at all, but Cyrek stole Jacina's Sash from the centaurs, and he likes to flaunt it. Jacina was a young Atlantean who was friends with the centaurs. Every day she would brave the dangers of the planes to travel to Aerus and spend time with her friends. There was one centaur she was particularly fond of, for he would take her on rides upon his back. Jacina wanted to give him a present to show her gratitude for his friendship. Jacina took a length of a fine fabric and stitched designs into it, creating a sash imbued with magical properties that would increase the wearer's natural abilities. Jacina was on her way to deliver the present to her friend when she was attacked by a cyclops. Although she fought hard, the cyclops was stronger than she was and killed her. It took the sash meant for the centaur. That centaur was one of Narkis's ancestors, and has been stolen back by the centaur and cyclops for years, back and forth.

Encounter

This encounter involves finding a way to kill Cyrek; however, it is near impossible to sneak into the gorge where the cyclopes hang out. Effectively, the game has ways of locating you even when you are outside the normal aggro range of the cyclopes in the area, and you will find anywhere from three to six monsters after you when you are discovered. The secret is to keep that number minimal.

Because there are so many cyclopes in the gorge, charging in is suicidal for all but a full zerg. The best way to handle this encounter is to take small groups at a time, and advance to the location of each group as you fight it. If you pull them, you risk having new enemies respawn behind you and aggro. Fighting each group in its place should prevent that.

There are two named cyclopes in the gorge—Balasi and Cyrek. If you make it to Balasi, he has a few extra tricks, notably that he can call in healers (cyclops eranos) from another area to help protect him. He will tend to do this when he gets below 25 percent health.

These healers temporarily come to his aid, then return to their original locations if not killed. Strategically, this works to your advantage, because you can kill these two healers now, and they won't be available later to help Cyrek. However, Balasi also has two healers of his own, so you will want to take them out, too, before Balasi gets down to 25 percent of his health.

Cyrek's defense bonus is set based on how many followers he has. If he has a full complement of seven followers, he has a zero percent defense bonus. Each time one of Cyrek's followers dies, his defense bonus goes up. When he has zero followers, his defense bonus is 90 percent, making him much tougher. In Cyrek's case it is actually a good idea to focus on killing him immediately after slaying his two healers (if that wasn't done in the Balasi encounter already) so his defense bonus is minimized.

Cyrek's defense bonus works like this:

0 followers—90%

1 follower—75%

2 followers—60%

3 followers—45%

4 followers—30%

5 followers—15%

6 or 7 followers—no bonus



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Jacina's Sash

Class Restrictions: Usable by all casters and healing classes.

Level Restrictions: 45

Ability 1—Arcane Siphon

The spell ability will give the caster a chance of casting a spell and have the power cost reduced to nothing.

Object Timer: Stays on once activated.

Restriction: Item Level 5

Ability 2—Fountain of Health

PBAoE Heals.

Object Timer: 15 minutes

Restriction: Item Level 10 (Healer only)

Ability 2—Fountain of Power

PBAoE Power heal.

Object Timer: 15 minutes

Restriction: Item Level 10 (Pure caster only)

Bonuses

Buff Bonus: 6	Power Cap: 5
Spell Duration: 6	Spell Range: 5
Power Percent: 5	Spell Piercing: 6

Shield of Khaos

Creatures	Location	Goal
Chief Creon, centaur impaler, centaur archer, centaur healer, centaur arcanist, centaur naturalist, centaur patron, centaur barkeep, centaur smith	Green Glades: 19.9k, 41.6k	Kill Chief Creon

Backstory

The Shield of Khaos was once a component of an elaborate machine used to harness the wind. When some of the sky cities fell, some of the machines were smashed, their parts sent flying in various directions. A clan of centaurs found the elaborately decorated and magically imbued object. Not knowing that it was supposed to have been a blade for a windmill, the clan chief took it as his shield. The shield has been passed down from chief to chief over the generations. It is now in the hands of the current chief, Creon.

Encounter

This encounter requires between one and two full groups of 50s. The encounter takes place at the center of the centaur village. Normally, the village just has randomly wandering centaurs. In the forge/tavern at the centaur of the village, players will find patrons having a few cold ones or playing darts, smiths at work in their forges, and the barkeep trying to keep everything clean. Chief Creon wanders around near the tavern, sometimes coming inside and sometimes remaining outside.

When you attack Creon, the outlying structures each spawn one centaur of varying class types (impalers, archers, healers, arcanists, naturalists). These centaurs come to help Creon. Every 40 seconds afterward, the structures each spawn one more. This repeats until a max of 10 centaurs per structure has spawned (or a total of 50 centaurs). And that number doesn't include those in the tavern or wandering around the village.

Creon is a full tank. He wears armor and is slightly resistant to slash, thrust, and spirit damage, but slightly vulnerable to crush and energy damage. He wields a great sword and shield.

The best strategy against Creon is to kill him as fast as you can, before his reinforcements add up to overwhelming numbers.

Shield of Khaos

Class Restrictions: Usable by tanks, Paladins, Reavers, Thanes, Champions.

Level Restrictions: 45

Ability 1—Khaos Gift

A lifetap DoT that will give the player a total of 150 hits while damaging the opponent for 150 hits (dur 30, damage 25 per tick, return 100 percent).

Object Timer: 15 minutes

Restriction: Item Level 10

Ability 2—Storm of Khaos

This spell causes a storm that will affect all opponents within range, causing damage to them, and giving them a chance to miss and have spells affect them more.

Object Timer: 15 minutes

Restriction: Item Level 10

Bonuses

Hit Points: 40	Shield Skill: 3
Fire resist: 3	Hit Cap: 32
Spirit resist: 3	Melee Haste: 5
Armor Factor: 8	

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Wings Dive Leggings

Creatures	Location	Goal
Keres, cobra	Arbor Glen: 3.3k, 57k	Kill Keres

Backstory

There was a celebration the day Atlantis fell. (There were often celebrations in Atlantis in its prime.) In the planes, in Aerus above the clouds, Callidora, wife of the third king, Ardrastos, was going to jump off the cloud city and then float back up using the cushions of air that helped keep the city floating. Normally, she would bounce off the dense air pockets and the air would buffet her gently back up. Callidora was the only queen who would ever do this. She was the daughter of a proud and noble family, and had completed the trials herself. This was one of her favorite sports.

This day, she would do the jump for her son, Ardrastos, who had died several years ago. Whenever she performed this feat, she wore a lovely pair of leggings once crafted by her son. These leggings were infused with a magic, and it is said that anyone who saw them would gasp in awe.

Callidora dove beautifully and those gathered for the celebration all peered over the edge and applauded. She hit the dense air pocket and twisted and rolled, in preparation for the shocking impact of the stream of air that would help her float up into the currents and take her safely home. But she barely touched the stream, passing through where she should have hit "solid" air. Up above, Crown Prince Erastus, just turned 15, watched and waited, and the crowds fell silent. Callidora did not rise above the clouds. Then, in surreal slow motion, the city itself began ripping apart. The magic that held the city up was wavering. Atlantis was falling.

Encounter

This encounter should require one or two full groups.

Keres is a gorgon who hangs around some ruins in Aerus. She has the leggings and will not give them up without a fight. You must fight her. This fight can be easy, but you want to avoid using bleed styles. Also, it gets more complicated if anyone dies.

Keres can turn players to stone and lifetap nearby enemies. If she manages to kill a player, cobras spawn from the corpse. If a player inflicts any type of bleed damage on Keres, a cobra spawns for each tick of the bleed damage, which can become a big problem.

Wings Dive Leggings

Class Restrictions: All wearers of studded or above.

Level Restrictions: 45

Ability 1—Cushion of Air

This ability will reduce damage from falling.

Object Timer: 15 minutes

Restriction: Item Level 5

Ability 2—Air Heal

Reactive proc, small AoE heal over time.

Restriction: Item Level 10

Bonuses

Fire or Body resist: 6
Cold or Energy resist: 6
Spirit resist: 5
Hit Cap: 40
Armor Factor: 12
Fatigue: 6

Artifact List and Scroll Drops

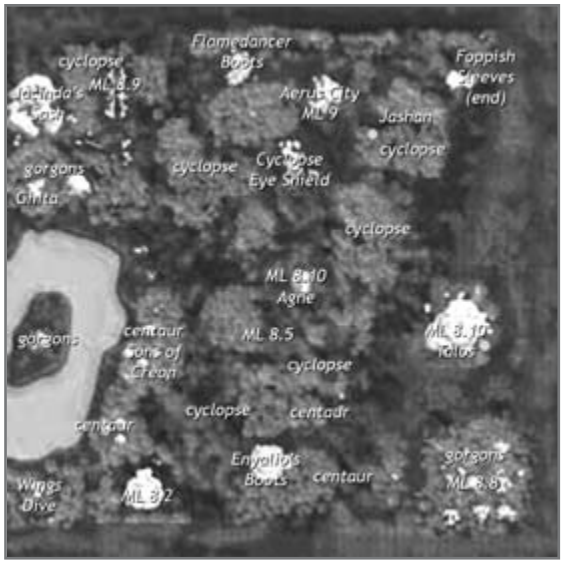
To simplify matters, the following new rule changes regarding scroll drops were recently added:

- *Artifact scrolls in Oceanus have been redistributed. Sobekites, naxos, melos, and skyros now have a chance to drop any page of the Oceanus scrolls.*
- *Artifact scrolls in Stygia have been redistributed. Setians and mau now have a chance to drop any page of the Stygia scrolls.*
- *Artifact scrolls in Volcanus have been redistributed. Siam-he up to level 54 now have a chance to drop any Volcanus scroll one. Siam-he and taurs level 55 and greater have a chance to drop any page of the Volcanus scrolls.*
- *Artifact scrolls in Aerus have been redistributed. Centaurs and cyclopes now have a chance to drop any page of the Aerus scrolls.*

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Zones

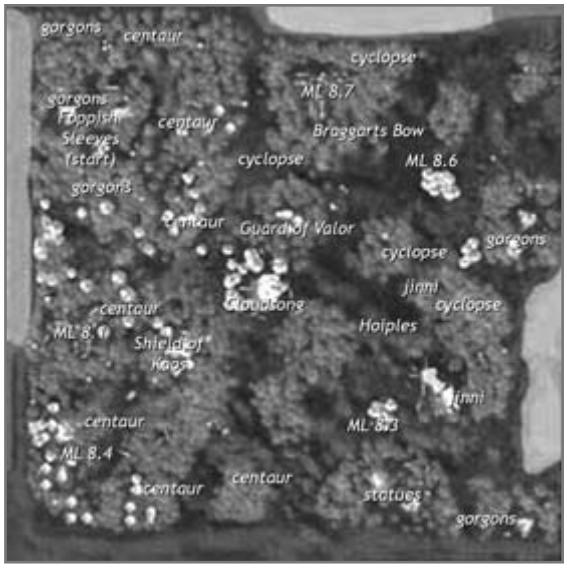
Arbor Glen



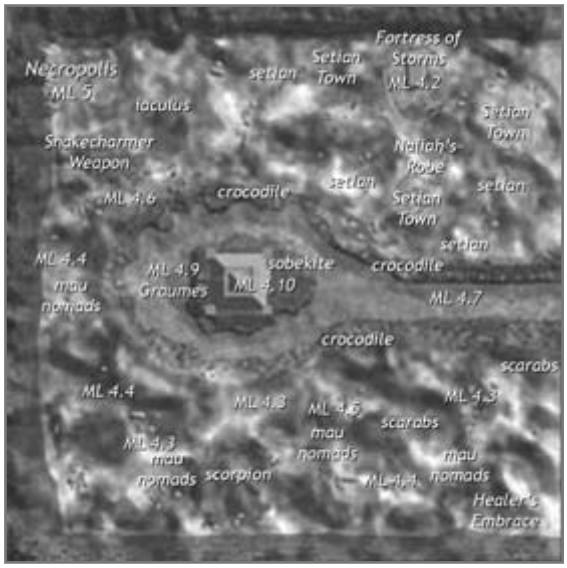
Ashen Isles



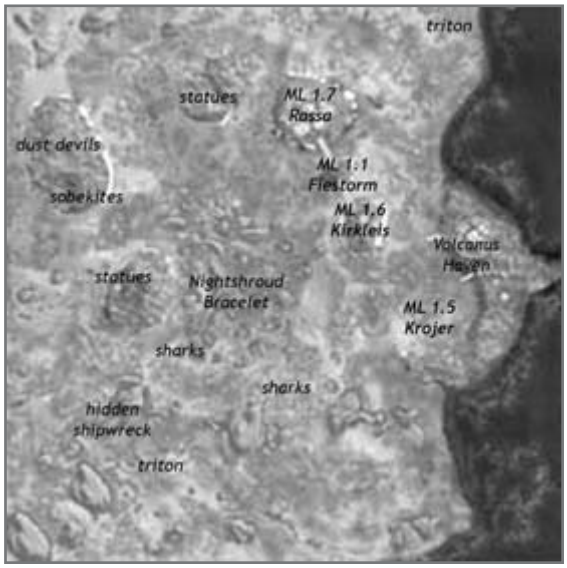
Green Glades



Land of Atum

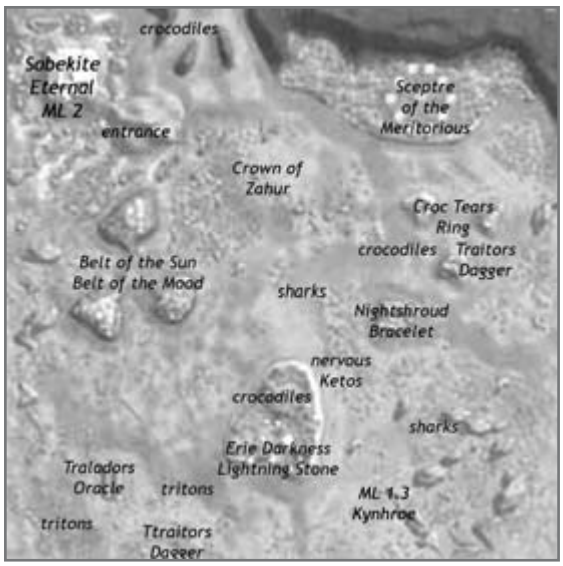


Oceanus Anatole

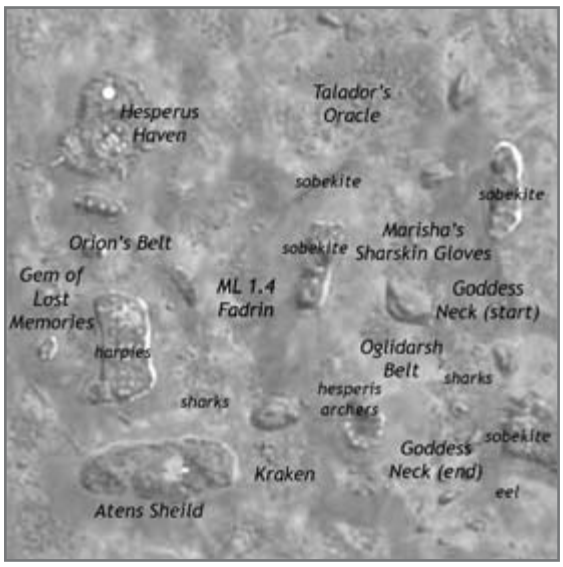


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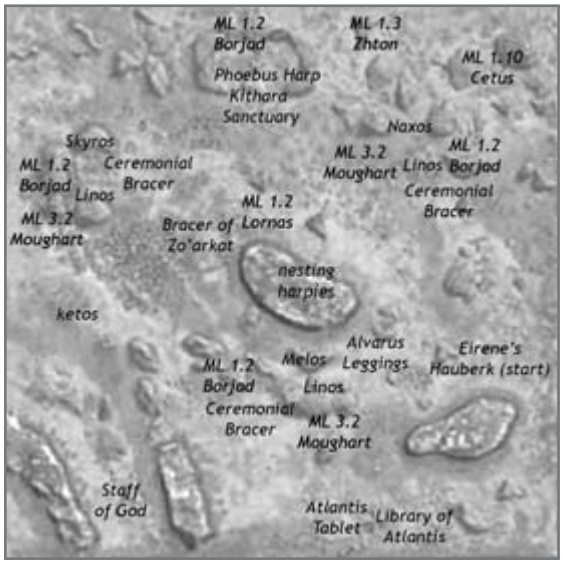
Oceanus Boreal



Oceanus Hesperos



Oceanus Mesothalassa



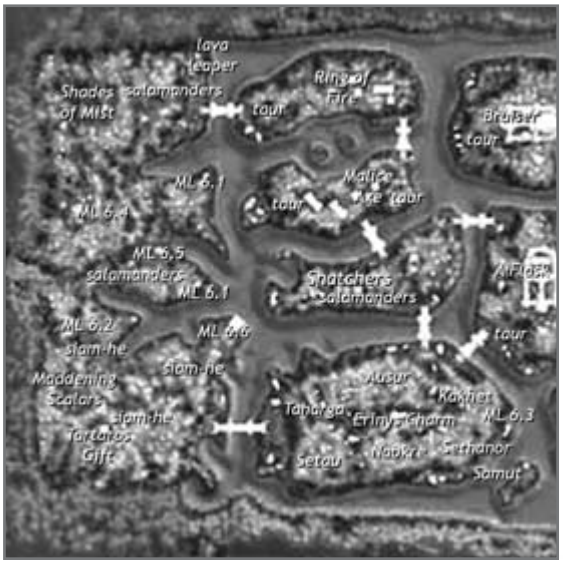
Oceanus Notos



Stygia Delta



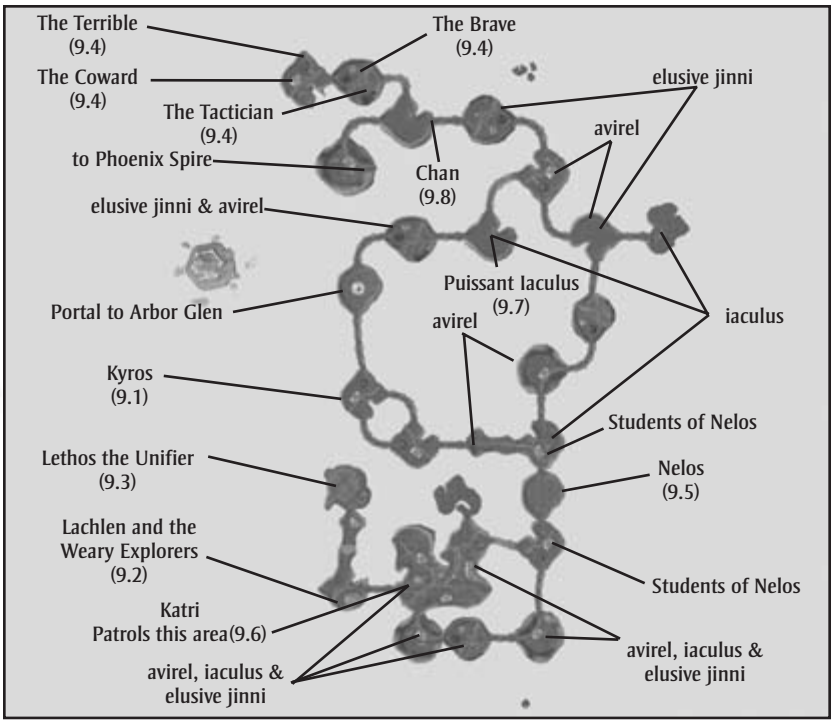
Typhon's Reach



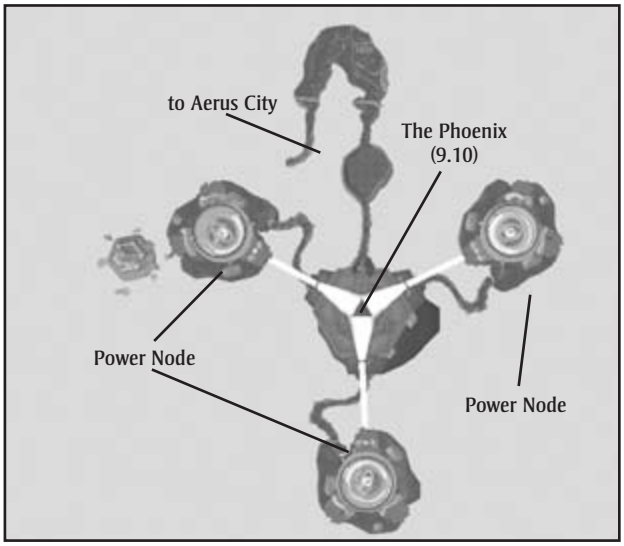
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Dungeons

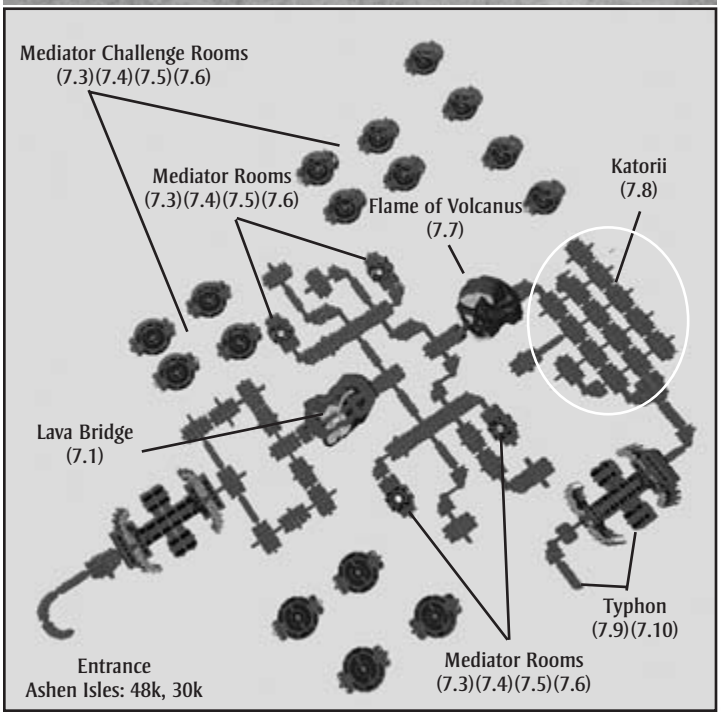
Aerus City



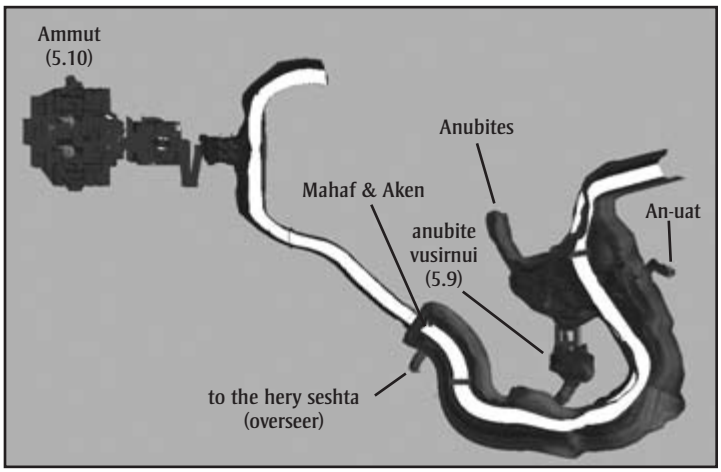
Aerus City (Phoenix level)



Deep Volcanus

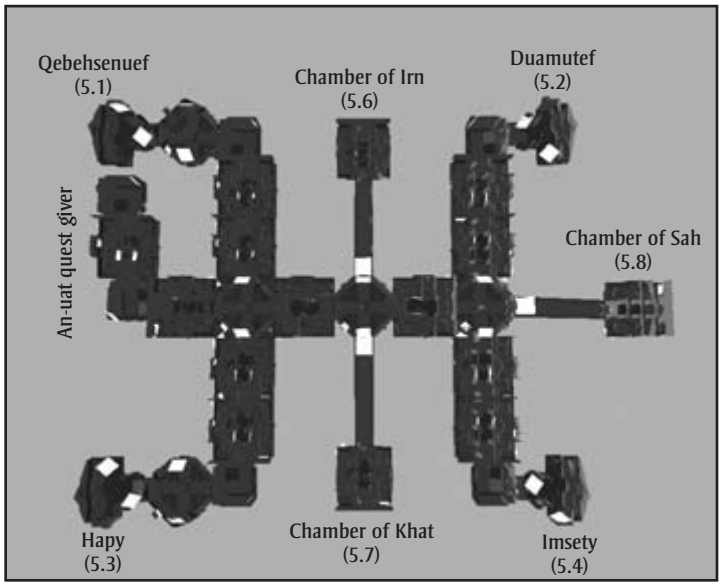


Necropolis (Ammut)

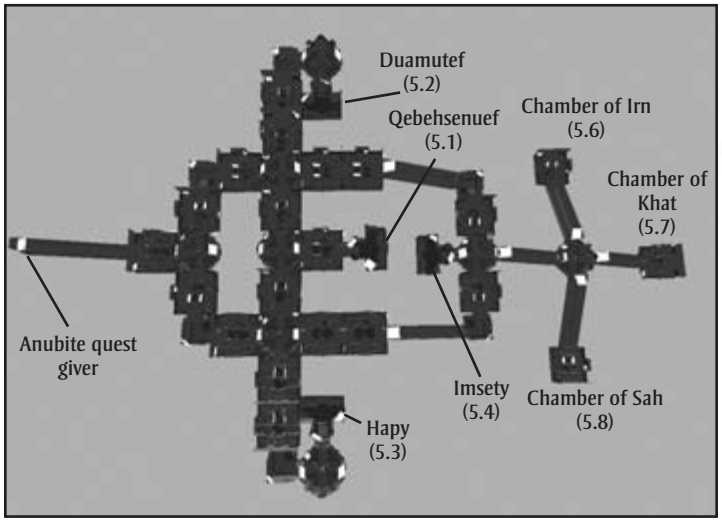


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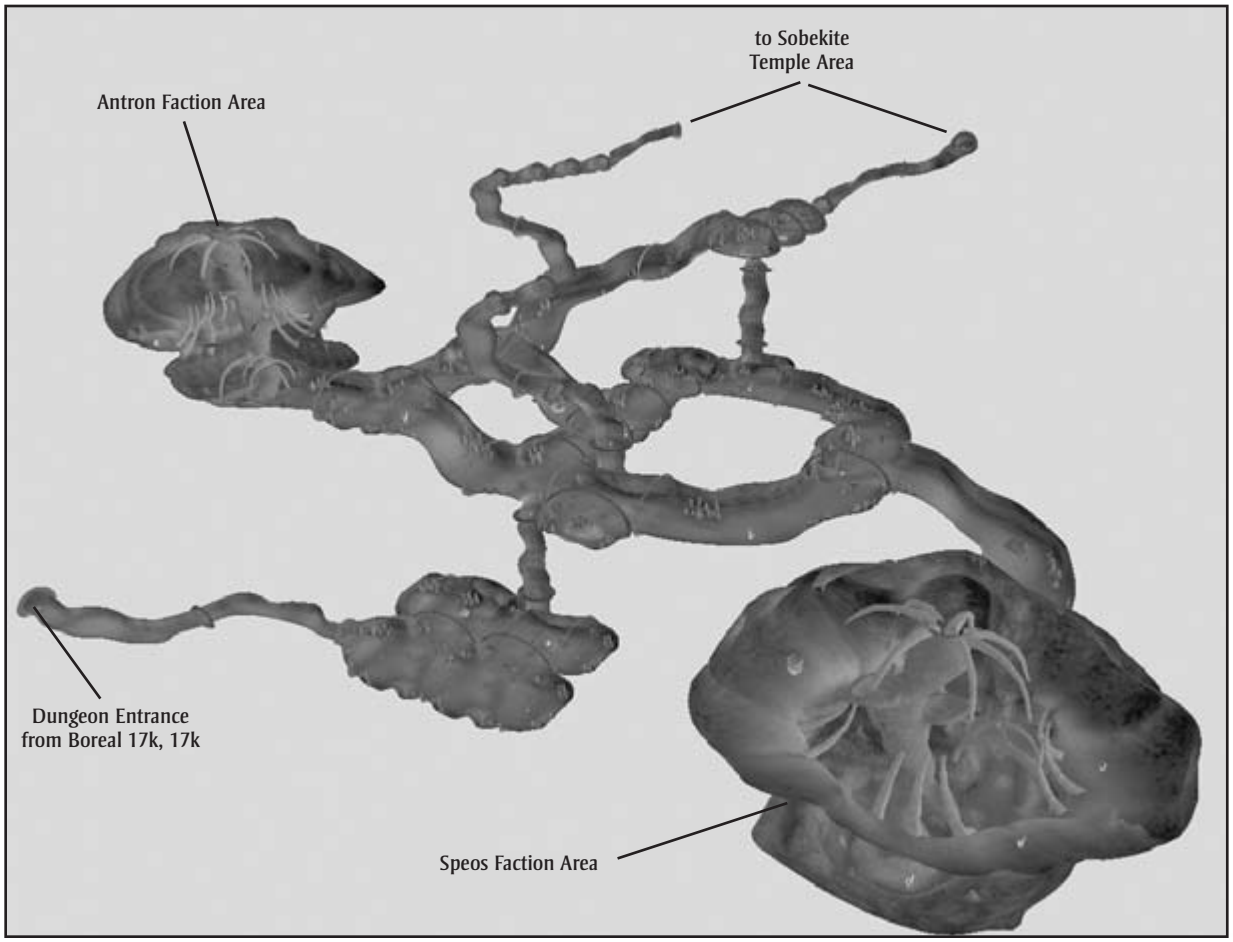
Necropolis (An-Uat)



Necropolis (Anubite)

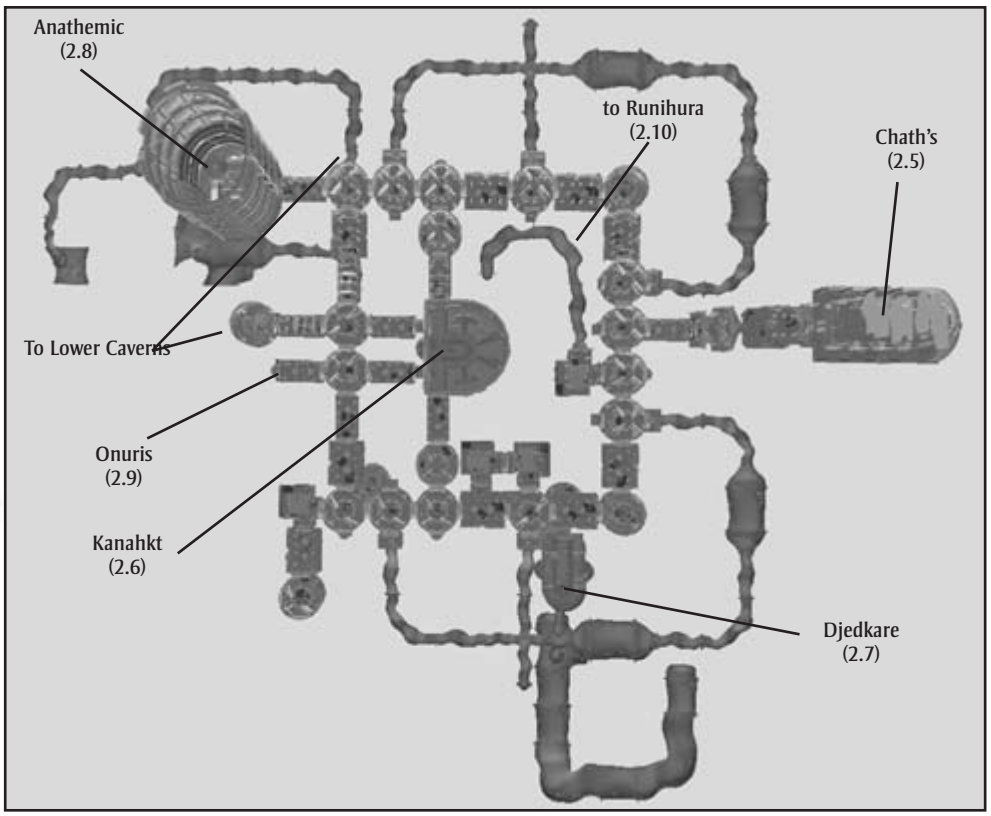


Sobekite Eternal (lower)

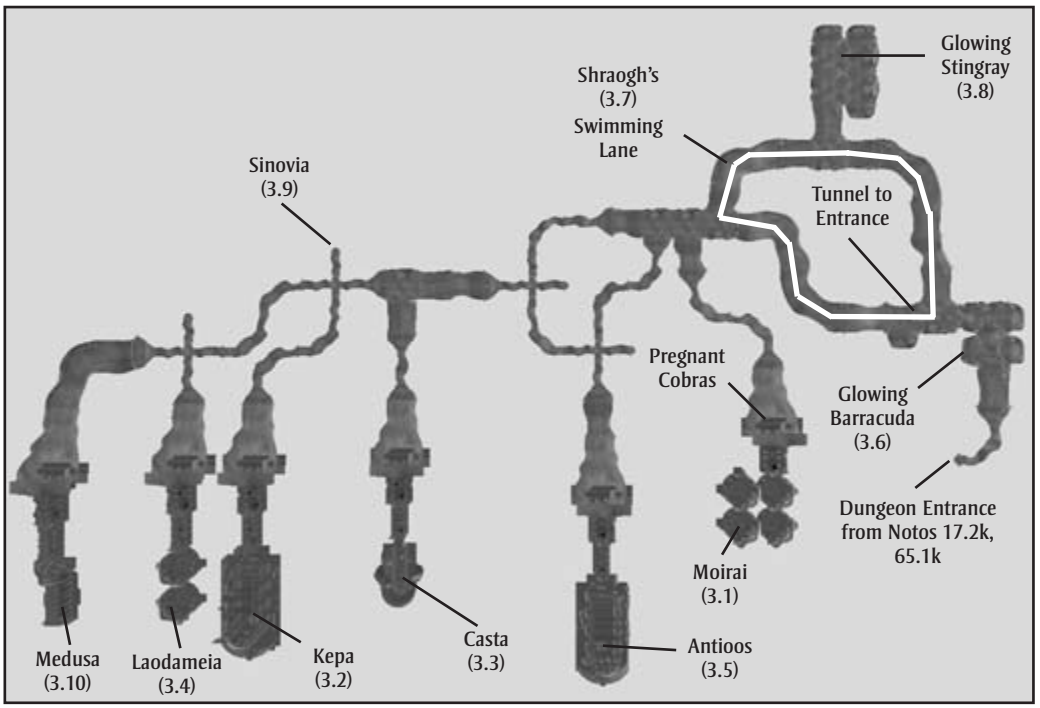


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Sobekite Eternal (upper)



Temple of Twilight



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Catacombs

Enter the Depths....

Dark Age of Camelot: Catacombs introduces the player to homelands of the Realms' "subterranean" races. For the Midgard realm, that's the lovable Kobold, for Albion it's the Inconnu, and in Hibernia, we find the home of the Shar. Each entrance is inside the realm's capital city.

NOTE

For extended *Catacombs* coverage, make sure to pick up the most recent *Catacombs* Prima guide.

Albion Main Dungeons

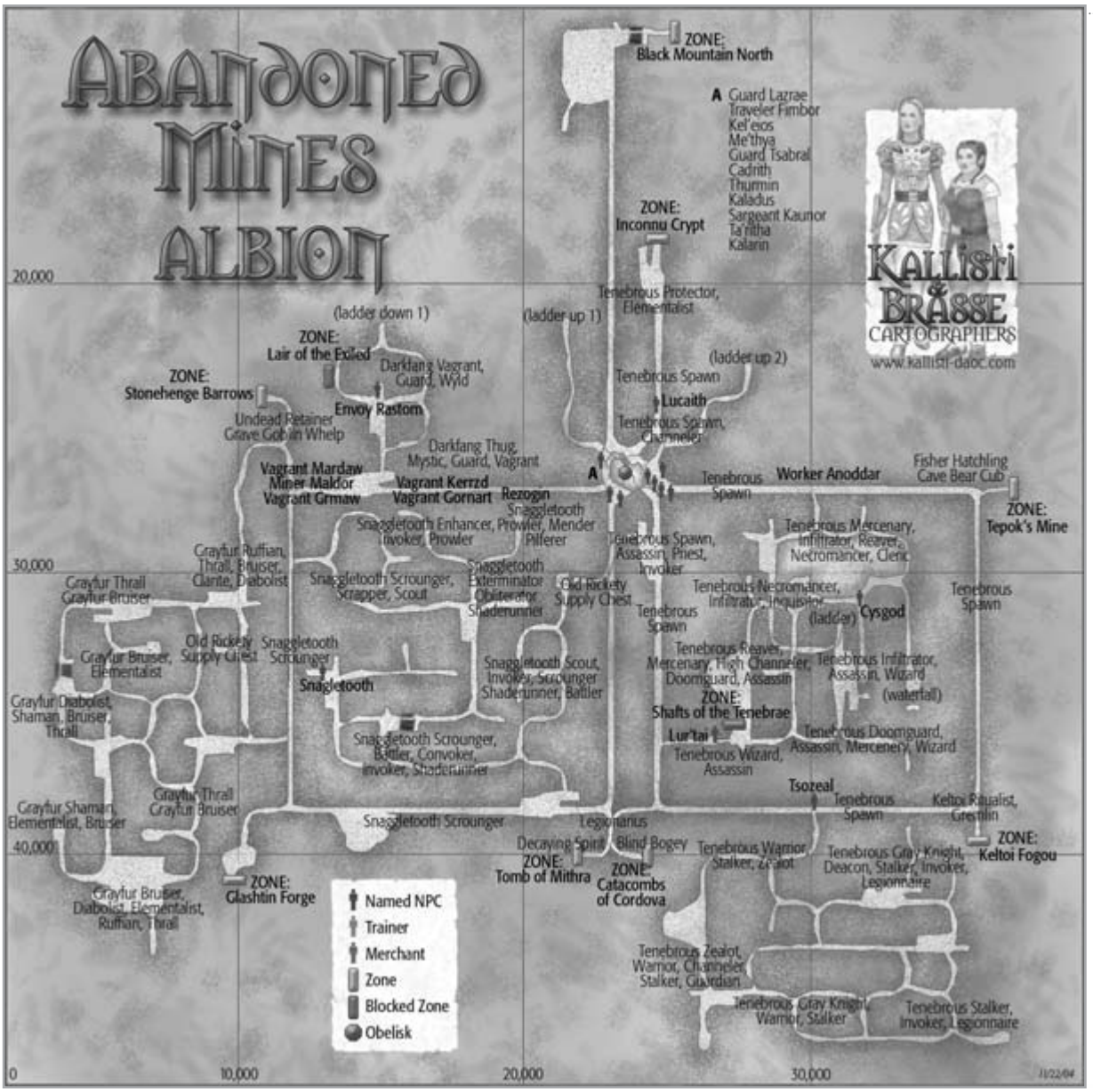
Abandoned Mines

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
big dark glowies	51	–	3.8	S	–	–
Blaine	50	–	3.0	S	–	–
blind boogey	30	–	3.0	T/T	–	Soc.
Cadrith	25	–	1.0	S	–	–
Caradan	50	–	3.0	S	–	Soc.
cave bear cub	16	–	3.8	S	–	Soc.
Cysgod	32	99	3.8	*/*	20%	Soc.
darkfang apprentice	16	–	4.5	C	–	Soc.
darkfang guard	18	–	3.2	S	–	Soc.
darkfang mystic	17	–	3.5	C	–	Soc.
darkfang thug	18	–	5.2	S	–	Soc.
darkfang vagrant	15,18	–	2.5	S/T	5%	Call
darkfang wyld	17	–	4.5	C	–	Soc.
decaying tomb raider	36	80	3.8	S/S	–	Soc.
Engineer Lancaune	50	–	3.0	S	–	–
Envoy Rastorn	30	–	1.0	T	–	Soc.
fisher hatchling	17	–	3.7	S	–	Soc.
glashtin attendant	28	55	3.5	C	–	Soc.
glashtin surveyor	27	55	3.5	C	–	Soc.
glashtin watchman	26	55	3.5	S	3%	Soc.
glowies	51	–	3.8	S	–	–
grave goblin whelp	32	1	3.6	T/T	1%	Call
Grayfur	27	30	3.2	S	5%	Call
grayfur bruiser	22,24	30	3.2	S	–	Soc.
grayfur clanite	21,23	30	5.2	C	–	Soc.
grayfur diabolist	23,26	30	4.5	C	–	Soc.
grayfur elementalist	19,21	30	4.5	C	–	Soc.
grayfur ruffian	18,20	30	2.5	T/T	5%	Soc.
grayfur shaman	20,22	30	3.5	C	–	Soc.
grayfur thrall	17	–	5.2	C	–	–
gremlin	20	50	3.8	C	–	–
Hastener	50	–	3.0	S	–	–
Kaladus	25	–	1.0	S	–	–
Kalarin	48	–	1.0	S	–	–
Kel'eios	50	–	3.0	S	–	Soc.
keltoi ritualist	23	50	3.8	C	–	Soc.
legionarius	29	50	3.5	T/T	–	Soc.
lesser tenebrous spawn	13,28	99	3.8	*/*	10%	Soc.
Lucaith	50	–	3.0	S	–	–
Lur'tai	25	–	1.0	S	–	–
Lur'tai	34	100	3.8	*/*	10%	Soc.
Mardelen	25	–	1.0	S	–	–
Me'thya	50	–	3.0	S	–	Soc.
Miner Maldor	20	–	1.0	S	–	–
Sergeant Kaunor	50	100	2.0	S	–	–
Snaggletooth	37	25	3.7	S/S	3%	Soc.
snaggletooth battler	28	25	3.4	S/S	3%	Soc.
snaggletooth convoker	30	25	3.4	S/S	3%	Soc.
snaggletooth enhancer	31	25	3.4	S/S	3%	Soc.
snaggletooth exterminator	32	25	5.2	S/S	3%	Soc.

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MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
snaggletooth invoker	27	25	3.4	S/S	3%	Soc.
snaggletooth mender	28	25	3.4	S/S	3%	Soc.
snaggletooth obliterator	33	25	3.4	S/S	3%	Soc.
snaggletooth pilferer	29	25	3.4	S/S	3%	Soc.
snaggletooth prowler	29	25	3.4	S/S	3%	Soc.
snaggletooth scout	26	25	3.4	S/S	3%	Soc.
snaggletooth scrapper	26	25	3.4	S/S	3%	Soc.
snaggletooth scrounger	18	–	3.4	S/S	3%	–
snaggletooth scrounger	22	5	3.4	S/S	3%	Soc.
snaggletooth shaderunner	31	25	3.4	S/S	3%	Soc.
Spectator	50	–	3.0	S	–	–
Ta'ritha	50	–	3.0	S	–	Soc.
tenebrous assassin	27	99	3.8	*/*	15%	Soc.

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
tenebrous blue hand	15	99	3.8	*/*	25%	Soc.
tenebrous cabalist	30	99	3.8	*/*	10%	Soc.
tenebrous channeler	16	–	3.8	*/*	10%	–
tenebrous channeler	20	–	3.8	*/*	10%	Soc.
tenebrous channeler	23	99	3.8	*/*	10%	Soc.
tenebrous cleric	29	80	3.8	*/*	10%	Soc.
tenebrous creator	20	99	3.8	*/*	10%	Soc.
tenebrous curate	15	99	3.8	*/*	10%	Soc.
tenebrous deacon	24	99	3.8	*/*	10%	Soc.
tenebrous doomguard	27	99	3.8	*/*	5%	Soc.
tenebrous elementalist	15	99	3.8	*/*	10%	Soc.
tenebrous gray knight	24	99	3.8	*/*	10%	Soc.
tenebrous guardian	23	99	3.8	*/*	10%	Soc.



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MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
tenebrous high channeler	29	99	3.8	*/*	10%	Soc.
Tenebrous Hound	15	99	3.5	T/S	1%	Soc.
tenebrous imbuer	15	99	3.8	*/*	10%	Soc.
tenebrous infantryman	15	99	3.8	*/*	10%	Soc.
tenebrous infiltrator	29	80	3.8	*/*	20%	Soc.
tenebrous invoker	25	99	3.8	*/*	10%	Soc.
tenebrous legionnaire	25	99	3.8	*/*	10%	Soc.
tenebrous lord channeler	30	99	3.8	*/*	10%	Soc.
tenebrous mercenary	28	80	3.8	*/*	10%	Soc.
tenebrous necromancer	30	80	3.8	*/*	10%	Soc.
Tenebrous Packmaster	18	99	3.8	*/*	10%	Soc.
tenebrous prelate	20	99	3.8	*/*	10%	Soc.
tenebrous priest	26	99	3.8	*/*	10%	Soc.
tenebrous protector	15	99	3.8	*/*	10%	Soc.
tenebrous reaver	20	99	3.8	*/*	10%	Soc.
tenebrous reaver	30	80	3.8	*/*	20%	Soc.
tenebrous soldier	20	99	3.8	*/*	10%	Soc.
tenebrous spawn	16,23	–	3.8	*/*	10%	Soc.
tenebrous spellbinder	20	99	3.8	*/*	10%	Soc.
tenebrous stalker	23	99	3.8	*/*	10%	Soc.
tenebrous warrior	22	99	3.8	*/*	10%	Soc.
tenebrous watcher	26	99	3.8	*/*	10%	Soc.
tenebrous wizard	28	80	3.8	*/*	10%	Soc.
tenebrous zealot	22	99	3.8	*/*	10%	Soc.
Thurmin	45	–	1.0	T	–	–
Timekeeper Prath	50	–	3.0	S	–	–
Track Master Kirs	50	–	3.0	S	–	–
Traveler Fimbor	50	–	3.0	S	–	–
undead retainer	37	80	3.8	C/S	–	Soc.
Vagrant Gornarl	26	–	2.5	S/T	5%	Soc.
Vagrant Grrnaw	22	–	2.5	S/T	5%	Soc.
Vagrant Kerrzd	26	–	2.5	S/T	5%	Soc.
Vagrant Mardaw	22	–	2.5	S/T	5%	Soc.

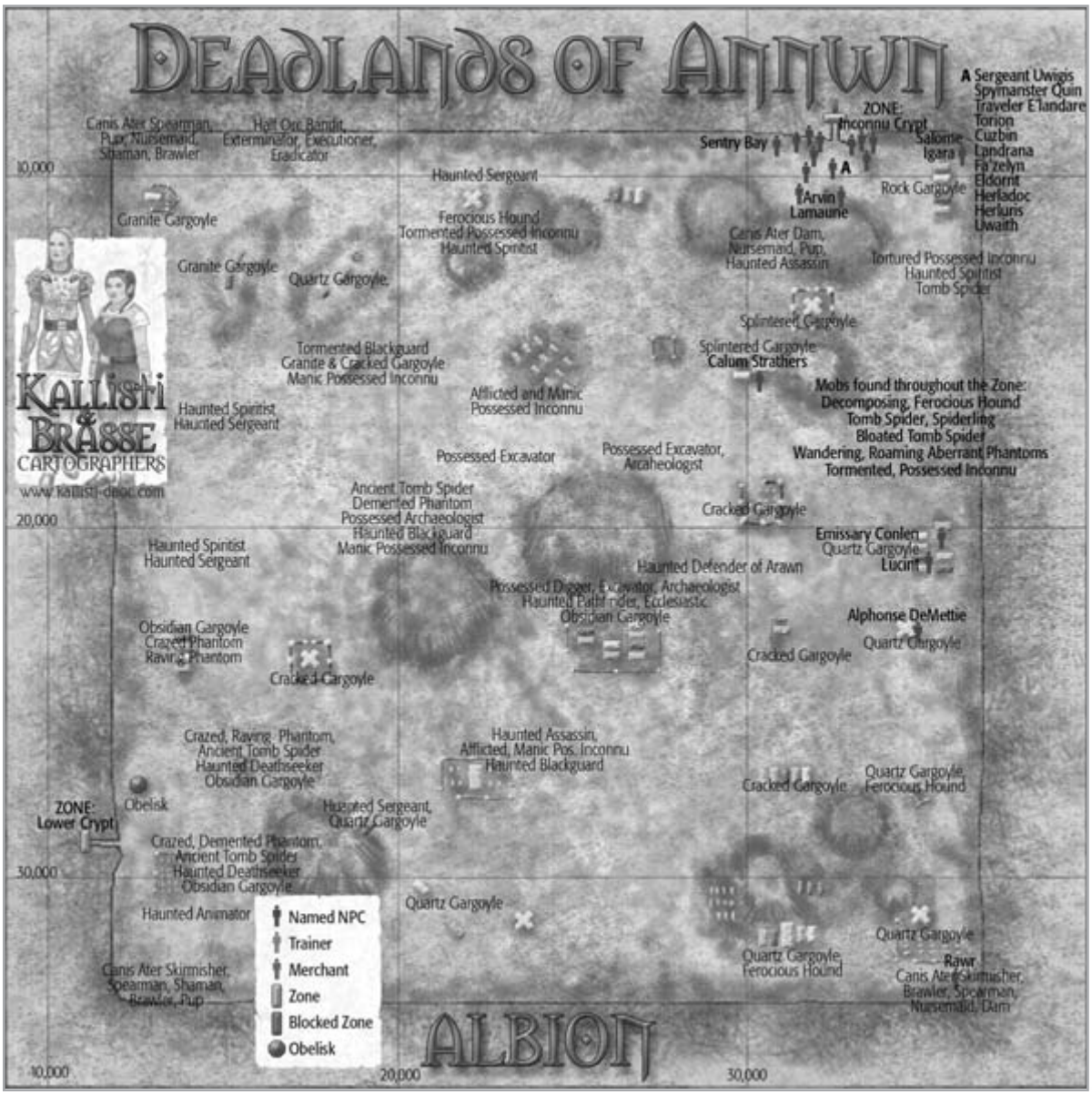
Deadlands of Annwn

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
aberrant phantom	34	50	3.5	*	–	Soc.
afflicted possessed inconnu	34	–	3.5	C	–	–
Alphonse DeMettie	22	–	3.0	C	–	–
ancient tomb spider	38	75	3.6	S	–	Soc.
Arvin	50	–	2.0	S	–	Call
bloated tomb spider	33	75	3.6	S	–	Soc.
Calum Strathers	22	–	3.0	S/T	–	–
canis ater brawler	28	–	2.7	S/S	3%	–
canis ater dam	26	–	2.7	S/S	3%	–
canis ater nursemaid	26	–	2.7	S/S	3%	–
canis ater pup	19,24	–	2.7	S/S	3%	–
canis ater shaman	29	–	2.7	S/S	3%	–
canis ater skirmisher	25	–	2.7	T/T	3%	–
canis ater spearman	25	–	2.7	T/T	3%	–
chipped gargoyle	20	65	2.5	C/C	5%	–
cracked gargoyle	33	65	2.5	C/C	5%	Soc.
crazed phantom	40	50	3.5	*	–	Soc.
Cuzbin	20	–	1.0	S	–	–
decomposing hound	20	65	2.5	S/T	5%	–
demented phantom	36	50	3.5	*	–	Soc.
Eldornt	30	–	1.0	S	–	–
elite krigare	57	80	3.5	T/S	2%	Soc.
elite krigare	59	80	3.5	S/S	2%	Soc.
Emissary Conlen	27	–	3.0	C	–	–
Fa'zelyn	50	–	3.0	S	–	–
ferocious hound	30	65	3.0	S/T	10%	–
Geno	40	–	2.9	C/*	1%	Soc.
genoite	36,38	–	2.9	C/*	1%	Soc.
granite gargoyle	26	65	5.5	C/C	5%	Soc.
Grrr	30	–	2.7	C/*	3%	–
Guard Gannon	45	100	1.0	S	–	Call
Guard Masdan	50	100	3.2	S	–	–
half orc advisor	28	65	3.4	T/T	10%	Soc.
half orc assassin	25	65	3.4	T/T	3%	Soc.
half orc bandit	25	65	3.4	T/T	3%	Soc.
half orc eliminator	26	65	3.4	T/T	3%	Soc.
half orc eradicator	26	65	3.4	T/T	3%	Soc.
half orc executioner	27	65	3.4	T/T	3%	Soc.
half orc overlord	28	65	3.4	T/T	10%	Soc.
half orc overseer	27	65	3.4	T/T	7%	Soc.
haunted animator	35	65	2.9	S/T	–	Soc.
haunted assassin	34	65	2.9	T/*	5%	–
haunted blackguard	34	65	2.9	T/T	4%	–
haunted deathseeker	37	65	2.9	S/T	–	Soc.
haunted defender of Arawn	38	65	2.9	S/*	4%	–
haunted ecclesiatic	42	65	2.9	C/C	4%	–
haunted entrancer	39	65	2.9	S/T	–	Soc.
haunted lieutenant	35	65	3.4	S/T	5%	Soc.
haunted malefice	40	65	2.9	C/C	4%	–
haunted master spy	36	65	2.9	S/T	10%	Soc.
haunted pathfinder	40	65	2.9	T/T	4%	–
haunted priest of Arawn	38	65	2.9	C/C	4%	–
haunted sergeant	30	65	2.9	S/S	4%	–
haunted spiritist	30	65	2.9	C/C	4%	–
haunted underworld knight	38	65	3.1	S/T	–	Soc.
haunted veteran	37	65	2.5	S/T	5%	Soc.
kaos krigsman	56,58	90	3.2	S/S	2%	Soc.
Landrana	50	–	3.0	S	–	–
Lucint	32	50	3.5	*	–	Soc.
manic possessed inconnu	32	–	3.5	C	–	–

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MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
obsidian gargoyle	37	65	2.5	C/C	5%	Soc.
possessed archaeologist	36	65	2.9	T/*	15%	Soc.
possessed digger	40	65	2.9	T/*	15%	Soc.
possessed excavator	38	65	2.9	T/*	15%	Soc.
possessed pickman	42	65	2.9	T/*	15%	Soc.
quartz gargoyle	30	65	5.5	C/C	5%	Soc.
raving phantom	38	50	3.5	*	–	Soc.
Rawr	30	–	2.7	S/S	3%	–
roaming phantom	30	50	3.5	*	–	Soc.
rock gargoyle	22	65	3.5	C/C	5%	Soc.
Salome Igara	22	–	3.2	S/S	5%	Call
Snarl	30	–	2.7	S/S	3%	–
splintered gargoyle	24	65	4.5	C/C	5%	Soc.

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Spymaster Quin	45	100	1.0	S	–	–
tomb spider	28	75	3.6	S	–	Soc.
tomb spider hatchling	18	75	3.6	S	–	Soc.
tomb spiderling	22	75	3.6	S	–	Soc.
Torion	50	–	3.0	S	–	–
tormented possessed inconnu	30	–	3.5	C	–	–
tortured possessed inconnu	17–28	–	3.5	C	–	–
Traveler E'landare	50	–	3.0	S	–	–
wandering phantom	28	50	3.5	*	–	–
Warboss Gorndran	27	–	2.7	T/T	3%	–
wayward phantom	32	50	3.5	*	–	Soc.



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The Frontlines

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Amuth	70	99	4.2	C/C	5%	–
crazed deceptor	48	65	2.9	S/T	2%	Soc.
crazed elder	50	65	2.9	S/T	2%	Soc.
crazed general	50	65	2.9	S/T	15%	Soc.
crazed huntsman	49	65	2.9	S/T	2%	Soc.
crazed marauder	46	65	2.9	S/T	5%	Soc.
crazed monitor of ymir	47	65	2.9	S/T	2%	Soc.
crazed runemancer	49	65	2.9	S/T	2%	Soc.
crazed savage warrior	48	65	2.9	S/T	2%	Soc.
crazed spiritmancer	46	65	2.9	S/T	2%	Soc.
crazed tale-spinner	47	65	2.9	S/T	2%	Soc.
crypt snake	29	–	4.5	T	–	–
energy orb	55	–	4.3	C/C	3%	–
fanatical fist of Kelgor	63	65	3.2	S/T	15%	Soc.
fanatical hand of Bragi	64	65	2.9	S/T	5%	Soc.
fanatical hand of Hel	65	65	2.9	S/T	5%	Soc.
fanatical hand of Loki	62	65	2.5	S/T	10%	Soc.
fanatical hand of Odin	63	65	2.9	S/T	5%	Soc.
fanatical hand of Skadi	62	65	3.1	S/T	5%	Soc.
fanatical hand of Tyr	65	65	3.7	S/T	15%	Soc.
fanatical hand of Ymir	64	65	2.9	S/T	5%	Soc.
fanatical tribal chieftain	63	65	2.9	S/T	5%	Soc.
festering hound	55	65	2.9	S/T	10%	Soc.
Goretesh	45	99	3.2	S/S	15%	–
green blud prisoner	40	–	2.5	T/T	10%	–
Gudbrod	44	99	2.5	S/*	10%	Soc.
Hulner	60	65	2.9	S/T	5%	Soc.
immunis	29	5	3.4	T/T	–	Soc.
Josiah the Animator	65	65	2.9	S/T	5%	Soc.
Kjellor	65	65	2.7	S/T	15%	Soc.
Lurd	42	65	2.6	S/S	10%	–
maniacal bonemage	62	65	2.9	S/T	5%	Soc.
maniacal lord of Sagas	59	65	3.1	S/T	5%	Soc.
maniacal master of prey	61	65	2.7	S/T	10%	Soc.
maniacal protector of Kelgor	60	65	2.7	S/T	15%	Soc.
maniacal runic adept	61	65	2.9	S/T	5%	Soc.
maniacal shadow master	60	65	2.6	S/T	10%	Soc.
maniacal shamanic visionary	59	65	2.9	S/T	5%	Soc.
maniacal skeleton	44	100	3.2	T	–	–
maniacal spiritist adept	58	65	2.9	S/T	5%	Soc.
maniacal warmonger	58	65	3.2	S/T	5%	Soc.
Mordolf	46	65	2.9	C/*	10%	Soc.
Mordolf's Madness	46	99	2.9	*	20%	Soc.
orb trail	45	–	4.3	C/C	3%	–
outcast blackmane seer	42	30	4.5	C	–	Soc.
outcast blackmane skulker	42	30	2.5	T/T	5%	Soc.
outcast bloodmoon brute	43	30	3.2	S	–	Soc.
outcast bloodmoon shaman	43	30	3.5	C	–	Soc.
outcast bloody axe archer	43	80	3.8	T	–	Soc.
outcast bloody axe brute	42	80	3.8	S	–	Soc.
outcast bloody axe healer	41	80	3.8	C	–	Soc.
outcast bloody axe scout	40	80	3.8	S	–	Soc.
outcast broken tusk howler	43	80	3.8	C	–	Soc.
outcast broken tusk mage	41	80	3.8	*	–	Soc.
outcast broken tusk shaman	42	80	3.8	C	–	Soc.
outcast broken tusk thief	40	80	4.8	S	10%	Soc.
Outcast Gnoll Leader	44	30	3.2	S/S	15%	Soc.
outcast green blud archer	40	30	2.5	T/S	5%	Soc.
outcast green blud warrior	40	30	2.5	S/T	5%	Soc.
Outcast Half Orc General	44	80	4.8	S/T	15%	Soc.
outcast scratchfoot doomsayer	41	30	4.5	C	–	Soc.
outcast scratchfoot howler	41	30	5.2	S	–	Soc.
quickstride gargoyle	45	65	2.9	C/C	5%	Soc.
savage hound	58	65	2.9	S/T	10%	Soc.
Snaekol	48	65	2.9	S/T	10%	Soc.



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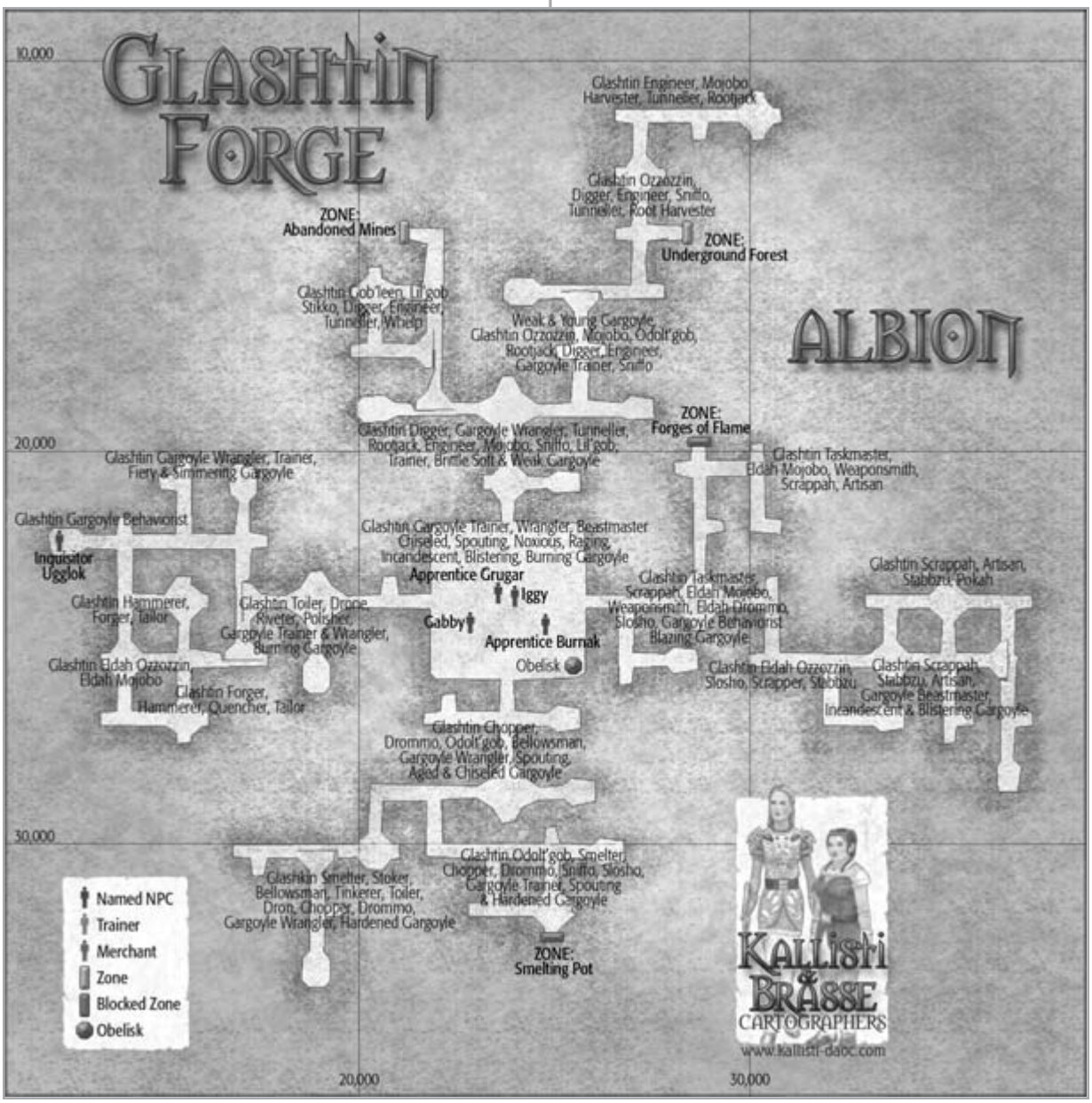


Glashtin Forge

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
aged gargoyle	20	99	4.2	*/*	5%	Soc.
Apprentice Burnak	38	5	3.2	C/*	–	–
Apprentice Grugar	38	5	3.2	C/*	–	–
blazing gargoyle	30	99	4.2	*/*	–	Soc.
blistering gargoyle	34	99	4.2	*/*	–	Soc.
brittle gargoyle	16	99	4.2	*/*	–	Soc.
burning gargoyle	26	99	4.2	*/*	–	Soc.
chiseled gargoyle	22	99	4.2	*/*	–	Soc.
conflagrant gargoyle	36	99	4.2	*/*	–	Soc.
Explorer Olvia	50	–	3.0	S	–	–
fiery gargoyle	26	99	4.2	*/*	–	Soc.
Forgemaster Gomagatsu	44	5	3.2	C/*	–	–
Gabby	38	99	4.2	*/*	10%	–
glashtin anvil polisher	42	5	3.2	T/*	–	–
glashtin artisan	34	5	3.2	C/*	–	–
glashtin bellowsman	24	5	3.2	T/C	–	–
glashtin chopper	22	5	3.2	S/*	–	–
glashtin digger	18	5	3.2	T/*	–	–
glashtin drommo	22	99	3.2	S/S	3%	–
glashtin drone	27	99	3.2	S/S	5%	–
glashtin eldah drommo	31	99	3.2	S/S	3%	–

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MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
glashtin eldah mojobo	29	99	3.2	S/S	3%	–
glashtin eldah ozzozzin	28	99	3.2	S/S	3%	–
glashtin eldah slosho	32	99	3.2	S/S	3%	–
glashtin engineer	19	5	3.2	T/*	–	–
glashtin forger	31	5	3.2	C/*	–	–
glashtin gargoyle beastmaster	34	99	3.2	S/S	3%	–
glashtin gargoyle behaviorist	30	99	3.2	S/S	3%	–
glashtin gargoyle trainer	18–28	99	3.2	S/S	3%	–
glashtin gargoyle wrangler	16–32	99	3.2	S/S	3%	–
glashtin gob'teen	16	99	3.2	S/S	3%	–
glashtin hammerer	30	5	3.2	C/*	–	–
glashtin hobnail	40	5	3.2	T/*	–	–
glashtin l'il gob	14	5	3.2	S/*	–	–
glashtin mojobo	19	99	3.2	S/S	3%	–
glashtin odolt'gob	20	99	3.2	S/S	3%	–
glashtin ozzozzin	18	99	3.2	S/S	3%	–
glashtin pokah	37	5	3.2	T/*	–	–
glashtin polisher	27	99	3.2	S/S	3%	–
glashtin quencher	29	5	3.2	C/*	–	–



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MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
glashtin riveter	26	5	3.2	T/*	–	–
glashtin root harvester	21	5	3.2	S/*	–	–
glashtin rootjack	20	5	3.2	S/*	–	–
glashtin scrappah	35	5	3.2	C/*	–	–
glashtin slosho	23	99	3.2	S/S	3%	–
glashtin smelter	25	5	3.2	T/*	–	–
glashtin smith	40	5	3.2	T/*	–	–
glashtin sniffo	21	99	3.2	S/S	3%	–
glashtin stabbzu	36	5	3.2	T/*	–	–
glashtin stikko	17	99	3.2	S/S	3%	–
glashtin stoker	23	5	3.2	T/*	–	–
glashtin tailor	28	5	3.2	T/*	–	–
glashtin taskmaster	30	99	3.2	S/S	3%	–
glashtin tinkerer	25	99	3.2	S/S	3%	–
glashtin toiler	26	–	3.2	S/S	3%	–
glashtin toolmaker	42	5	3.2	T/*	–	–
glashtin tunneller	17	5	3.2	S/*	–	–
glashtin weaponsmith	33	5	3.2	C/*	–	–
glashtin whelp	15	99	3.2	S/S	3%	–
glashtin worker	24	99	3.2	S/S	3%	–
hardened gargoyle	20	99	4.2	*/*	5%	Soc.
Iggy	38	99	4.2	*/*	10%	–
incandescent gargoyle	34	99	4.2	*/*	–	Soc.
incendiary gargoyle	36	99	4.2	*/*	–	Soc.
Inquisitor Ugglok	34	–	3.2	S/S	3%	–
Journeyman Malcar	40	5	3.2	C/*	–	–
noxious gargoyle	32	99	4.2	*/*	–	Soc.
raging gargoyle	32	99	4.2	*/*	–	Soc.
simmering gargoyle	28	99	4.2	*/*	10%	Soc.
soft gargoyle	16	99	4.2	*/*	–	Soc.
spouting gargoyle	22	99	4.2	*/*	–	Soc.
steam cloud	38	25	3.5	*/*	–	–
sulphurous gargoyle	30	99	4.2	*/*	–	Soc.
weak gargoyle	18	99	4.2	*/*	–	Soc.
young gargoyle	18	99	4.2	*/*	–	Soc.

Inconnu Crypt

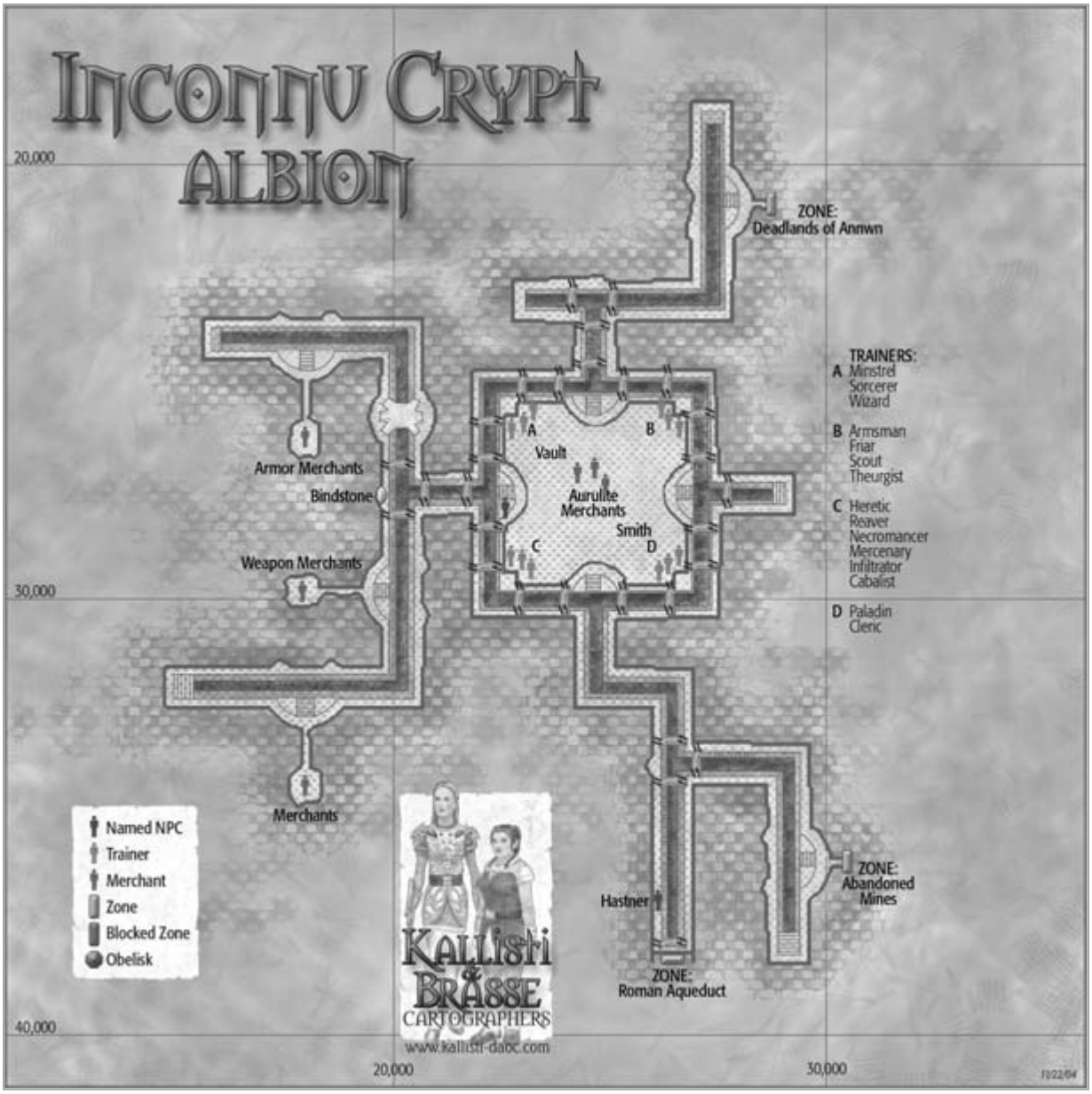
MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Adrina Fellowes	50	–	1.0	S	–	–
Alyzena	50	–	3.0	S	–	–
Asteli	70	–	4.2	S	–	–
Baeryna	50	–	3.0	*	–	–
Baetryna	50	–	3.0	S	–	–
Barraen	50	–	3.0	S	–	–
Belzaer	50	–	3.0	S	–	–
Brother Lyncent	50	–	1.2	T	–	–
Cael	70	–	4.2	S	–	–
Captain Metha	50	–	1.2	T	–	Soc.
Chessynda	50	–	3.0	S	–	–

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Crypt Guard	50	100	3.0	S	–	–
Crypt Resident	50	–	3.0	S	–	–
Dena Garanya	50	–	1.0	S	–	Call
Doluque	50	–	3.0	S	–	–
Dranwan	50	–	3.0	S	–	–
Drogama	25	–	1.0	S	–	–
D'wirader	50	–	1.0	S	–	–
F'elynlana	50	–	3.0	S	–	–
Fergrin	50	–	1.2	T	–	–
Freig	45	–	3.5	C	–	–
Galerana	50	–	3.0	*	–	–
Giuala	50	–	3.0	S	–	–
Guard A'lastazn	50	100	3.0	S	–	–
Guard Belazone	50	100	3.0	S	–	–
Guard C'earnea	50	100	3.0	S	–	–
Guard Cr'yan	50	100	3.0	S	–	–
Guard En'nalke	50	100	3.0	S	–	–
Guard Fallonnea	50	100	3.0	S	–	–
Guard Gra'ennell	50	100	3.0	S	–	–
Guard H'ronyld	50	100	3.0	S	–	–
Guard Idynei	50	100	3.0	S	–	–
Guard Kinstaa	50	100	3.0	S	–	–
Guard Lin'ndrenne	50	100	3.0	S	–	–
Guard Poi'nale	50	100	3.0	S	–	–
Guard Runa'an	50	100	3.0	S	–	–
Guard Rungdar	50	99	3.9	S	–	Soc.
Guard Salnore	50	100	3.0	S	–	–
Guard Trezzleo	50	100	3.0	S	–	–
Guard Ventant	50	100	3.0	S	–	–
Guard Z'tonya	50	100	3.0	S	–	–
Isalith	40	–	1.0	S	–	–
Kimbrisa	50	–	3.0	S	–	–
Kren'raen	50	–	3.0	S	–	–
Lady Allyster	50	–	1.2	T	–	–
Lieutenant Preastan	50	–	1.2	T	–	Soc.
Lolicia the Magical	50	–	3.0	S	–	–
Lomerial	50	–	3.0	*	–	–
Lord Baumoran	50	–	1.0	S	–	Call
Lucaran	50	–	3.0	S	–	–
Maenei	70	–	4.2	S	–	–
Magess Shirera	50	–	1.0	S	–	–
Magus Qoeron	50	–	1.2	T	–	–
Master Sevoenn	50	–	1.2	T	–	–
Master Z'leran	50	–	1.2	T	–	–
Miraych Thythan	48	–	1.0	S	–	–
Mirevla	50	–	1.2	T	–	–
Mistress Amellia	50	–	1.2	T	–	–
Mistress An'neia	40	–	1.0	C	–	–
Mistress Kennana	50	–	1.0	S	–	–
Mistress Narivale	50	–	3.0	S	–	–
N'andira	50	–	3.0	S	–	–

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MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Narogis	50	–	3.0	S	–	–
N'ondel Siondir	50	–	3.0	*	–	–
Nyzdine	50	–	3.0	S	–	–
Olorlara	50	–	3.0	*	–	–
Onaremma	50	–	3.0	S	–	–
P'aloden	50	–	3.0	S	–	–
Parel Veash	50	–	3.0	S	–	–
Pareld	70	–	4.2	S	–	–
Phardyn	50	–	3.0	*	–	–
Praith	50	–	3.0	S	–	–
P'ylara	50	–	3.0	S	–	–

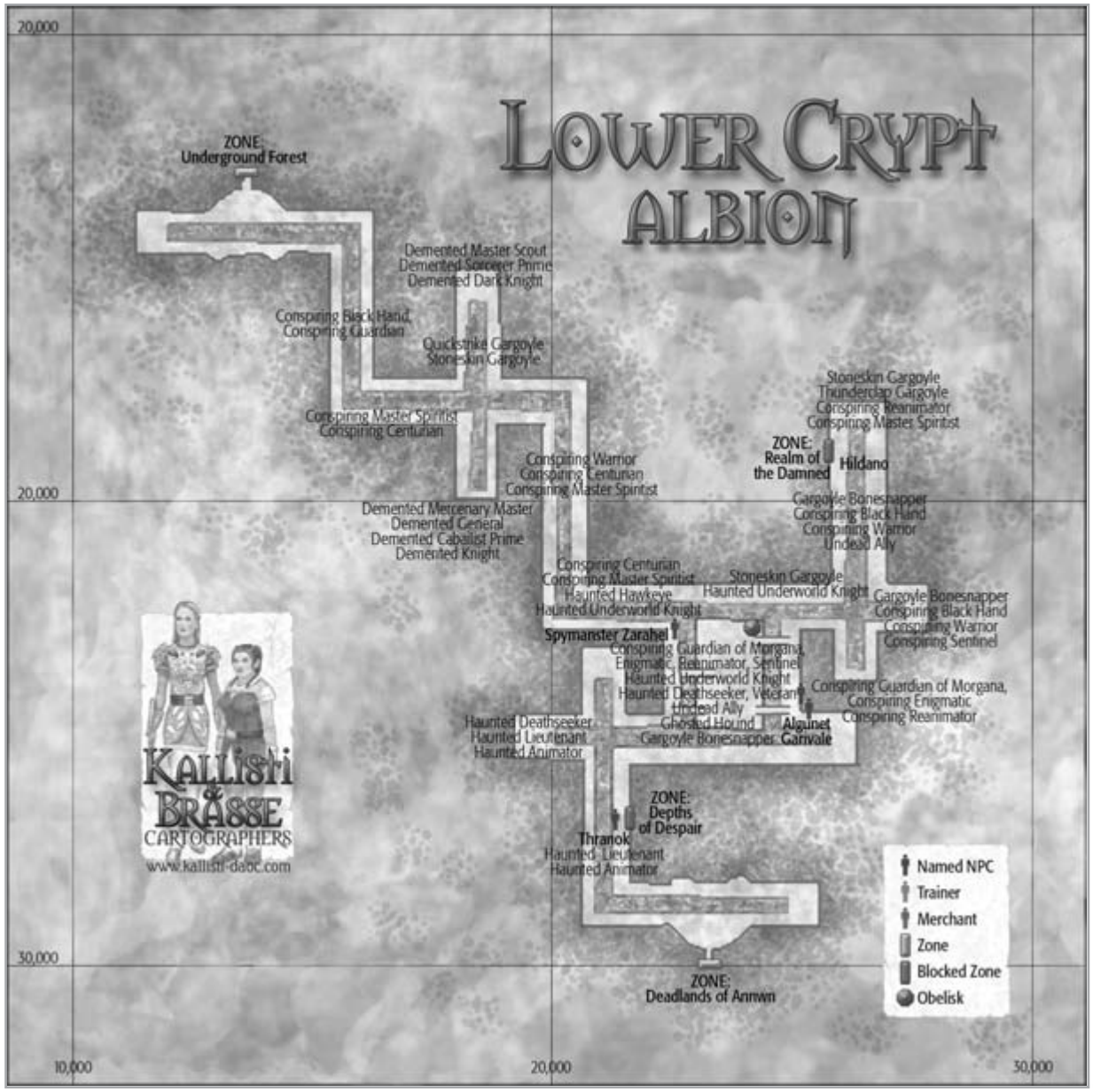
MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Rahak	50	–	3.0	S	–	–
Rahana	50	–	3.0	S	–	–
Sindra	50	–	3.0	S	–	–
Smith Delissa	35	–	1.2	C	–	–
Trauth	50	–	3.0	S	–	–
Traveler Rawynn	50	–	3.0	S	–	–
Trazlyna	50	–	3.0	S	–	–
Tyrell Windham	50	–	3.0	S	–	Soc.
valkyn berserker	45	99	3.5	C	–	–
Waerra	50	–	3.0	S	–	–
Winia Dothiel	35	–	1.2	C	–	–



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Lower Crypt

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
conspiring black hand	44	65	3.1	S/T	10%	Soc.
conspiring centurian	45	65	3.2	S/T	10%	Soc.
conspiring enigmatic	41	65	2.9	S/T	–	Soc.
conspiring guardian of morgana	42	65	3.1	S/T	10%	Soc.
conspiring master spiritist	44	65	2.9	S/T	–	Soc.
conspiring reanimator	42	65	2.9	S/T	4%	Soc.
conspiring sentinel	40	65	3.3	S/T	20%	Soc.
conspiring warrior	43	65	3.3	S/T	4%	Soc.
darkstrike gargoyle	55	65	2.9	S/T	5%	Soc.
demented cabalist prime	55	65	2.9	S/T	4%	Soc.
demented dark knight	50	65	3.1	S/T	4%	Soc.
demented general	56	65	3.7	S/T	4%	Soc.
demented master infiltrator	54	65	2.9	S/T	7%	Soc.
demented master reanimator	51	65	2.9	S/T	–	Soc.
demented master scout	59	65	2.9	S/T	4%	Soc.
demented mercenary master	53	65	2.9	S/T	4%	Soc.
demented sorcerer prime	57	65	2.9	S/T	4%	Soc.



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MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Ectine	44	65	2.5	S/T	5%	–
gargoyle	40	65	3.1	S/T	4%	Soc.
gargoyle bonesnapper	42	65	2.9	C/C	5%	Soc.
gargoyle warrior	55	65	2.9	S/T	5%	Soc.
ghosted hound	35	65	2.9	S/T	5%	Soc.
Givaltin	55	65	3.1	S/T	4%	Soc.
Grubthor	58	65	2.9	S/T	5%	Soc.
haunted animator	35	65	2.9	S/T	–	Soc.
haunted deathseeker	37	65	2.9	S/T	–	Soc.
haunted entrancer	39	65	2.9	S/T	–	Soc.
haunted hawkeye	39	65	4.7	S/T	20%	Soc.
haunted lieutenant	35	65	3.4	S/T	5%	Soc.
haunted master spy	36	65	2.9	S/T	10%	Soc.
haunted underworld knight	38	65	3.1	S/T	–	Soc.
haunted veteran	37	65	2.5	S/T	5%	Soc.
Hildano	57	65	3.1	S/T	4%	Soc.
Hubnom	60	65	3.1	S/T	4%	Soc.
Lomer	39	65	4.7	S/T	4%	Soc.
quickstride gargoyle	38	65	2.9	C/C	5%	Soc.
Sindril	50	–	3.0	S	–	–
soothing gargoyle	55	65	2.9	S/T	5%	Soc.
Spymaster Zarahel	48	65	3.1	S/T	7%	–
stoneskin gargoyle	40	65	2.9	C/C	5%	Soc.
Thranok	45	65	3.4	S/T	4%	Soc.
thunderclap gargoyle	44	65	2.9	C/C	5%	Soc.
Timirii	40	–	1.0	S	–	–
torchlight	50	99	3.7	–	–	–
tortured hound	40	65	2.9	S/T	5%	Soc.
undead ally	40	99	3.0	S/*	–	Soc.

The Otherworld

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Aogan	65	99	3.5	S/T	–	Soc.
Augur Hag	55	99	3.4	S	–	Soc.
Bile's Sword of Fire	60	99	4.0	*/*	–	–
Bile's Sword of Ice	60	99	4.0	*/*	–	–
Bruatur	65	99	3.5	S/T	5%	Soc.
channeling	45	–	4.3	C/C	3%	–
demonic minion	65	65	4.0	*/*	5%	Soc.
Evocator Hag	55	99	3.4	S	2%	Soc.
ferocious archon	58	65	3.5	S/T	1%	Soc.
ferocious armigerant	58	65	3.5	S/T	1%	Soc.
ferocious astralist	58	65	3.5	S/T	1%	Soc.
ferocious bladesong	58	65	3.5	S/T	1%	Soc.
ferocious hero	58	65	3.5	S/T	1%	Soc.
ferocious master marksman	58	65	3.5	S/T	1%	Soc.
ferocious master ranger	58	65	3.5	S/T	10%	Soc.
ferocious mind weaver	58	65	3.5	S/T	1%	Soc.
ferocious paragon	58	65	3.5	S/T	1%	Soc.
ferocious seraph	58	65	3.5	S/T	1%	Soc.
frenzied augur	54	50	3.4	S	–	Soc.
frenzied fallen knight	53	50	3.4	S	–	Soc.
frenzied guardian	52	50	3.4	S	–	Soc.
frenzied ravager	53	50	3.4	S	5%	Soc.
frenzied soul renderer	52	50	3.4	S	–	Soc.
gargoyle bonesnapper	60	65	2.9	S/T	5%	Soc.
ghosted hound	58	65	2.9	S/T	5%	Soc.
Giryahn	46	99	3.8	C	–	–
Grokdal	65	99	4.5	C/C	5%	Soc.
Imchath	60	65	5.0	S/T	20%	Soc.
Lord Bile	70	99	4.0	*/*	10%	Soc.
Mange	41	30	5.2	S	–	Soc.
maniacal bully	43	50	3.4	S	–	Soc.
maniacal fighter	42	50	3.4	S	–	Soc.
maniacal footpad	42	50	3.4	S	5%	Soc.
maniacal mender	44	50	3.4	S	–	Soc.
maniacal prophet	44	50	3.4	S	–	Soc.
maniacal pugilist	46	50	3.4	S	–	Soc.
maniacal shadow	45	50	3.4	S	5%	Soc.
maniacal spellbinder	45	50	3.4	S	–	Soc.
maniacal squire	46	50	3.4	S	5%	Soc.
maniacal visionary	43	50	3.4	S	–	Soc.
obstinate consul	58	65	3.5	S/T	1%	Soc.
obstinate duelist	58	65	3.5	S/T	10%	Soc.
obstinate master archer	58	65	3.5	S/T	1%	Soc.
obstinate mystagogue	55	65	3.5	S/T	1%	Soc.
obstinate valorant	58	65	3.5	S/T	1%	Soc.
outcast strong fist grunt	40	99	3.3	S	–	–
outcast strong fist lurker	42	99	4.3	T	–	–
outcast strong fist priest	44	99	3.8	C	–	–
outcast strong fist protector	43	99	3.6	S/T	4%	–
outcast strong fist seer	41	99	3.8	C	–	–
outcast thallooniagh brawler	36	30	3.2	S	–	Soc.
outcast thallooniagh brute	38	30	5.2	S	–	Soc.
outcast thallooniagh earth caller	39	30	4.5	C	–	Soc.
outcast thallooniagh packmaster	39	30	3.5	C	–	Soc.
outcast thallooniagh rogue	36	30	2.5	T/T	5%	Soc.
outcast thallooniagh seer	37	30	3.5	C	–	Soc.
outcast thallooniagh warlock	36	30	4.5	C	–	Soc.

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MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
outcast thallooniagh witch doctor	37	30	4.5	C	–	Soc.
quickstride gargoyle	55	65	2.9	S/T	5%	Soc.
raving auspex	51	50	3.4	S	–	Soc.
raving battle dancer	50	50	3.4	S	5%	Soc.
Raving Cabal Channeler	47	50	3.4	S	–	Soc.
Raving Cabal Leader	50	99	3.4	S	–	Soc.
raving conjurerer	48	50	3.4	S	–	Soc.
raving crier	49	50	3.4	S	5%	Soc.
raving diviner	47	50	3.4	S	–	Soc.
raving evocator	49	50	3.4	S	–	Soc.

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
raving gladiator	50	50	3.4	S	–	Soc.
raving militia-man	47	50	3.4	S	–	Soc.
raving scrapper	48	50	3.4	S	–	Soc.
raving thief	51	50	3.4	S	5%	Soc.
Soul Render Hag	55	99	3.4	S	2%	Soc.
stoneskin gargoyle	57	65	2.9	S/T	5%	Soc.
surestrike gargoyle	65	65	2.9	S/T	5%	Soc.
thunderclap gargoyle	63	65	2.9	S/T	5%	Soc.
tortured hound	58	65	2.9	S/T	5%	Soc.
Tur'ana	48	80	2.9	C	–	–



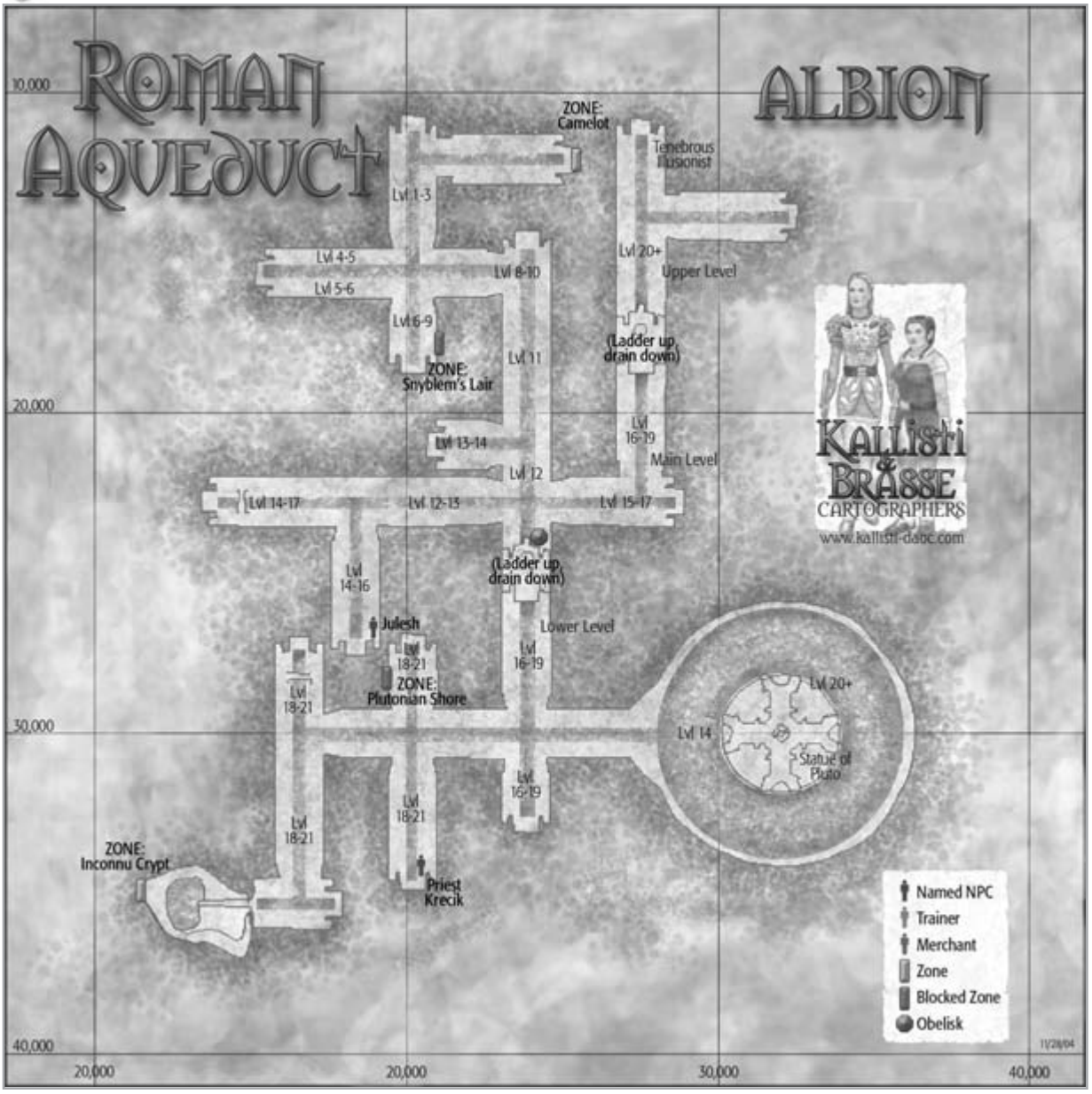
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Roman Aqueducts

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Arioc	50	–	3.0	S	–	–
Dreaven Saldona	10	–	1.0	T	–	–
follower of Pluto	0,1	–	3.8	S/T	2%	Soc.
Gailora'a	50	–	3.0	S	–	–
Guard Alakyrr	30	100	2.0	S	–	–
Guard Arthogis	30	100	1.5	C	–	–
Guard Baint	30	100	2.5	S	–	–
Guard Blumor	30	100	2.0	S	–	–
Guard Rauveyl	50	100	2.5	S	–	–
Guard Stewart	30	100	2.0	S	–	–
Guard Trailaine	30	100	2.5	S/S	–	–
Guard T'rissyl	40	100	3.0	S	–	–
Guard Zekatar	30	100	2.5	S	–	–
High Plutonian Scribe	7	65	3.8	S/T	2%	–
Hulen	10	–	4.5	C	–	–
Julesh	15	–	4.5	C	5%	Soc.
Kalis the Shade	10	65	3.8	S/T	5%	–
Lukkasus	2	–	3.8	S/T	2%	–
plutonian acolyte	7	–	3.8	S/T	2%	Soc.
plutonian acolyte	9	65	3.8	S/T	2%	–
plutonian alchemist	16	65	3.8	S/T	2%	Soc.
plutonian ambusher	13	65	3.8	S/T	10%	Soc.
plutonian aspirant	2	–	3.8	S/T	2%	Soc.
plutonian assassin	13	65	3.8	S/T	10%	Soc.
plutonian blackguard	17	65	3.8	S/T	2%	Soc.
plutonian blade	11	65	3.8	S/T	5%	Soc.
plutonian brother	4	–	3.8	S/T	2%	Soc.
plutonian disciple	6	–	3.8	S/T	2%	Soc.
plutonian disciple	7,8	65	3.8	S/T	2%	–
plutonian enforcer	9	–	3.8	S/T	2%	Soc.
Plutonian Guard	8	65	3.8	S/T	2%	–
plutonian herbalist	10	–	3.8	S/T	2%	Soc.
plutonian high priest	23	65	3.8	S/T	2%	Soc.
plutonian initiate	4	–	3.8	S/T	2%	Soc.
plutonian invoker	10	–	3.8	S/T	2%	Soc.
plutonian lurker	8	–	3.8	S/T	5%	Soc.
plutonian medium	12	65	3.8	S/T	2%	Soc.
plutonian novice	5	–	3.8	S/T	2%	Soc.
plutonian overseer	19	65	3.8	S/T	2%	Soc.
plutonian priest	18	65	3.8	S/T	2%	Soc.
plutonian ritualist	14	65	3.8	S/T	2%	Soc.
Plutonian Sacrificer	8	65	3.8	S/T	2%	–
plutonian shade	12	65	3.8	*/*	2%	Soc.
plutonian soothsayer	15	65	3.8	S/T	2%	Soc.
plutonian temple guard	23,24	65	3.8	S/T	2%	Soc.
plutonian temple patron	22	65	3.8	S/T	5%	Soc.
plutonian thrall	3	–	3.8	S/T	2%	Soc.
plutonian warlord	20	65	3.8	S/T	2%	Soc.
plutonian wizard	21	65	3.8	S/T	2%	Soc.
plutonian worshipper	12	65	3.8	S/T	2%	–
Pluto's Fury	23	–	4.3	S	–	–
Priest Krecik	19	65	3.8	S/T	2%	–
Priestess Auleth	25	65	3.8	S/T	2%	–
Quartermaster Ferrin	38	100	1.2	T	–	–
Randol Hawley	30	–	4.3	S	–	–
Sergeant Garulon	30	100	2.0	S	–	–
Staarzi	50	–	3.0	S	–	–
tenebrous assassin	7	3	3.8	*/*	–	Soc.
tenebrous blue hand	17	99	3.8	*/*	5%	Soc.
tenebrous brawler	7,8	90	3.8	*/*	–	Soc.
tenebrous creator	20	99	3.8	*/*	10%	Soc.
tenebrous curate	15	99	3.8	*/*	–	Soc.
tenebrous elementalist	17	99	3.8	*/*	–	Soc.
tenebrous fighter	0,1	3	3.8	*/*	–	Soc.
Tenebrous Illusionist	20	99	3.8	*/*	10%	Soc.
tenebrous imbuer	15	99	3.8	*/*	–	Soc.
tenebrous infantryman	15	99	3.8	*/*	–	Soc.
tenebrous prelate	20	99	3.8	*/*	–	Soc.
tenebrous protector	17	99	3.8	*/*	2%	Soc.
tenebrous reaver	20	99	3.8	*/*	2%	Soc.
tenebrous soldier	20	99	3.8	*/*	2%	Soc.
tenebrous spellbinder	20	99	3.8	*/*	–	Soc.
Traveler Isiwell	50	–	3.0	S	–	–
Vosias	4	90	3.5	*	–	–



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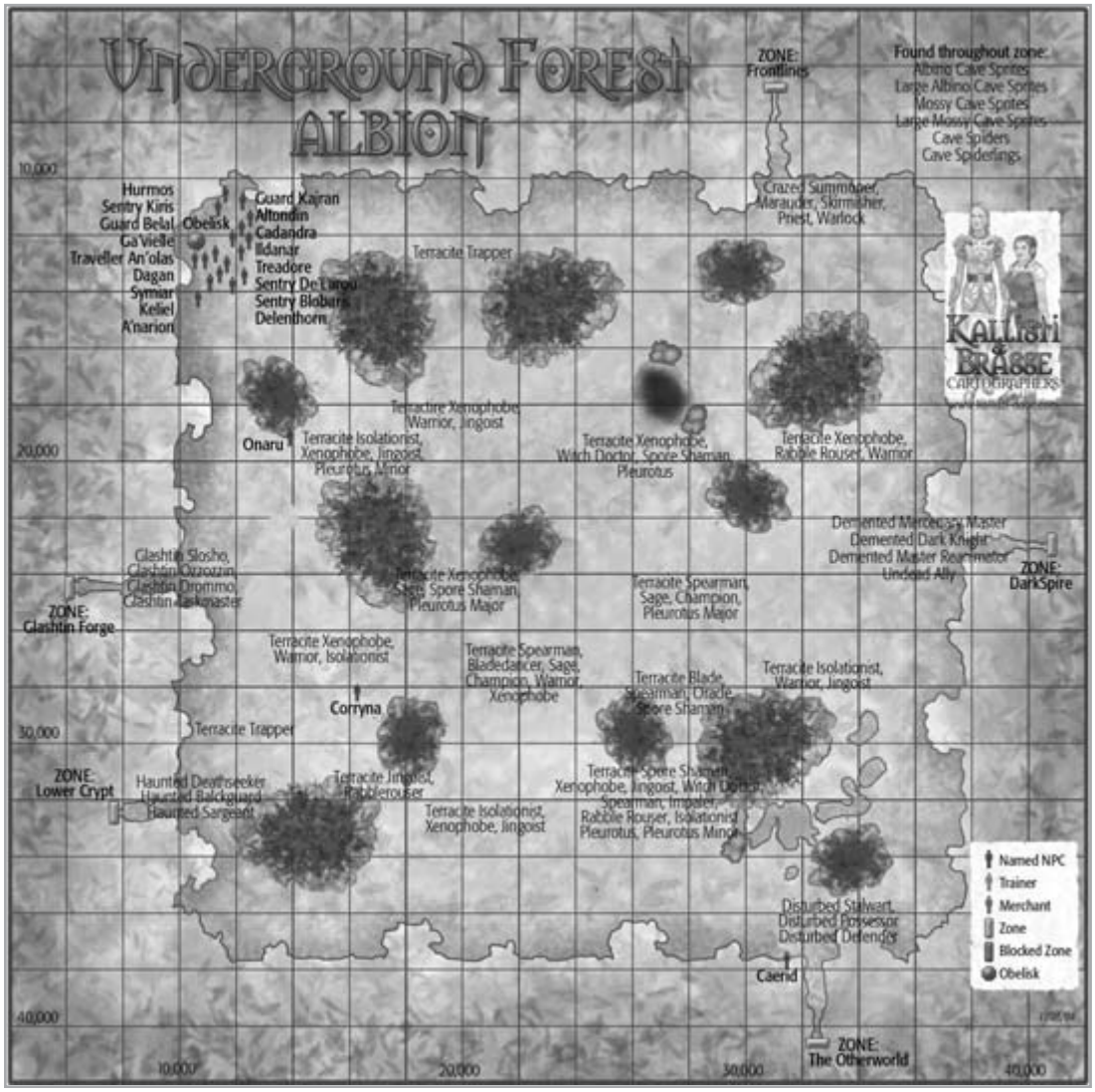
Underground Forest

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
albino cave sprite	35	–	3.5	T/S	5%	Soc.
albino cave sprite	40	–	3.5	T/S	10%	Soc.
albino cave spriteling	30	–	3.5	T/S	5%	Soc.
angry cave sprite	40	99	1.5	T/S	–	Soc.
Bror	37	65	2.9	S/T	5%	–
Cadandra	50	–	3.0	S	–	–
Caerid	37	65	3.5	S/T	1%	Soc.
cave spider	40	75	3.6	S	–	Soc.
cave spider hatchling	30	75	3.6	S	–	Soc.
cave spiderling	35	75	3.6	S	–	Soc.
Chieftan Khurunos	45	65	2.9	T/T	8%	Soc.
Corryna	40	–	3.8	–	10%	Call
Corryna	43	99	3.6	T/*	10%	Soc.
crazed marauder	35	65	2.9	S/T	5%	Soc.
crazed priest	34	65	2.9	S/T	2%	Soc.
crazed skirmisher	33	65	2.9	S/T	2%	Soc.
crazed summoner	33	65	2.9	S/T	2%	Soc.
crazed warlock	34	65	2.9	S/T	2%	Soc.
Delenthorn	38	–	1.0	S	–	–
demented cabalist prime	52	65	2.9	S/T	4%	Soc.
demented dark knight	50	65	3.1	S/T	4%	Soc.

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MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
demented master infiltrator	51	65	2.9	S/T	15%	Soc.
demented master reanimator	50	65	2.9	S/T	–	Soc.
demented mercenary master	51	65	2.9	S/T	4%	Soc.
disturbed defender	34	65	3.5	S/T	5%	Soc.
disturbed marksman	34	65	3.5	S/T	1%	Soc.
disturbed possessor	35	65	3.5	S/T	5%	Soc.
disturbed stalwart	33	65	3.5	S/T	5%	Soc.
disturbed vigilante	33	65	3.5	S/T	5%	Soc.
Frenzied Cave Sprite	43	99	4.0	S/S	20%	Soc.
Ga'vielle	50	–	3.0	S	–	–
glashtin drommo	34	99	3.2	S/S	3%	Soc.
glashtin mojobo	33	99	3.2	S/S	3%	Soc.
glashtin ozzozzin	33	99	3.2	S/*	10%	Soc.
glashtin slosho	35	99	3.2	S/S	3%	Soc.

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
glashtin taskmaster	34	99	3.2	S/S	10%	Soc.
Guard Belal	50	100	3.2	S	–	–
haunted assassin	34	65	2.9	S/T	7%	Soc.
haunted blackguard	34	65	2.5	S/T	4%	Soc.
haunted deathseeker	35	65	2.9	S/T	–	Soc.
haunted sergeant	33	65	3.4	S/T	4%	Soc.
haunted spiritist	33	65	2.9	S/T	–	Soc.
Hurrnos	65	–	3.0	S	–	Call
Inconnu Guard	55	100	1.0	S	–	–
Keliel	40	100	1.0	S	–	–
large albino cave sprite	45	25	3.5	T/S	10%	Soc.
large cave spider	43	75	3.6	S	–	Soc.
large mossy cave sprite	45	25	3.5	T/S	10%	Soc.
mossy cave sprite	37	–	3.5	T/S	5%	Soc.
mossy cave sprite	40	–	3.5	T/S	10%	Soc.
mossy cave spriteling	30	–	3.5	T/S	5%	Soc.
Onaru	44	100	2.9	T/T	4%	Soc.

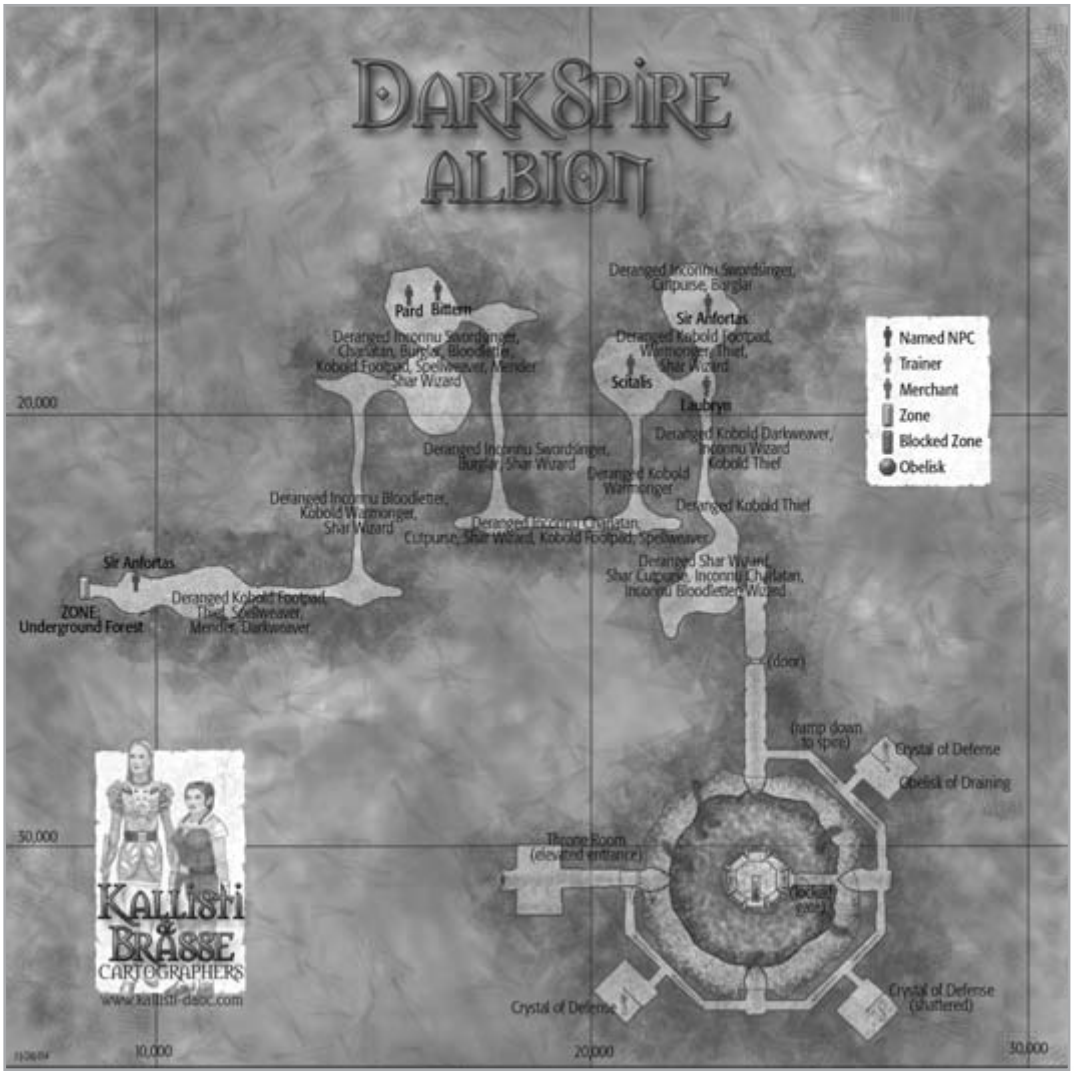


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MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
pleurotus	45	99	3.4	*/S	–	–
pleurotus major	50	99	3.4	*/S	–	–
pleurotus minor	40	99	3.4	*/S	–	–
Sentry Bloberis	40	99	3.5	S/C	–	–
Spore Cloud	40	25	3.5	*/*	–	–
Symir	40	–	1.0	S	–	–
terracite blade	48	99	2.9	T/S	4%	Soc.
terracite bladedancer	52	99	2.9	S/S	5%	Soc.
terracite champion	50	99	2.9	T/*	5%	Soc.
Terracite Cthiyrkkftooift	55	99	2.9	S/S	4%	Soc.
terracite hunter	48	99	2.9	S/S	4%	Soc.
terracite impaler	48	99	2.9	T/*	5%	Soc.
terracite isolationist	40	99	2.9	T/T	4%	Soc.
terracite jingoist	42	99	2.9	T/*	5%	Soc.
terracite militiaman	52	99	2.9	S/*	4%	Soc.

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
terracite oracle	46	99	2.9	T/*	4%	Soc.
terracite poacher	49	99	2.9	S/S	4%	Soc.
terracite protector	46	65	2.9	C/*	4%	Soc.
terracite rabble rouser	44	99	2.9	T/*	5%	Soc.
terracite sage	50	99	2.9	T/*	5%	Soc.
terracite spearman	48	99	2.9	T/T	4%	Soc.
terracite spore shaman	46	99	2.9	T/*	4%	Soc.
terracite spore warrior	42	99	2.9	T/T	4%	Soc.
terracite trapper	50	99	2.9	S/S	4%	Soc.
terracite warrior	40	99	2.9	T/T	4%	Soc.
terracite witch doctor	48	99	2.9	T/*	4%	Soc.
terracite xenophobe	44	99	2.9	T/T	4%	Soc.
Traveler An'olas	50	–	3.0	S	–	–
undead ally	32,50	99	3.0	S/*	–	Soc.

Dark Spire



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Midgard Main Dungeons

Abandoned Mines

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
arachite tunnelhost	36	80	3.3	T/S	–	Call
Aunor	50	–	1.0	S	–	–
Bjalnor	28	65	3.4	T/T	3%	Soc.
Blackmane	36	30	3.5	C	–	Call
blackmane howler	34	30	5.2	S	–	Soc.
blackmane oracle	32	30	3.5	C	–	Soc.
blackmane packmaster	32	30	3.2	S	–	Soc.
blackmane ritualist	33	30	4.5	C	–	Soc.
blackmane rogue	34	30	2.5	T/T	5%	Soc.
blackmane wizard	33	30	4.5	C	–	Soc.
Bloodmoon	33	30	4.5	C	–	Call
bloodmoon brawler	30	30	3.2	S	–	Soc.
bloodmoon channeler	31	30	4.5	C	–	Soc.
bloodmoon conscript	29	30	5.2	C	–	Soc.
bloodmoon footpad	30	30	2.5	T/T	5%	Soc.
bloodmoon shaman	32	30	3.5	C	–	Soc.
bloodmoon warlock	29	30	4.5	C	–	Soc.
bloody axe archer	23	80	3.8	T	–	Soc.
bloody axe archer	28	80	3.8	T	–	–
bloody axe lieutenant	29	80	3.8	S	–	Soc.
bloody axe priest	28	80	3.8	C	–	Soc.
bloody axe regular	25	80	3.8	S	–	Soc.
bloody axe regular	28	80	3.8	S	–	–

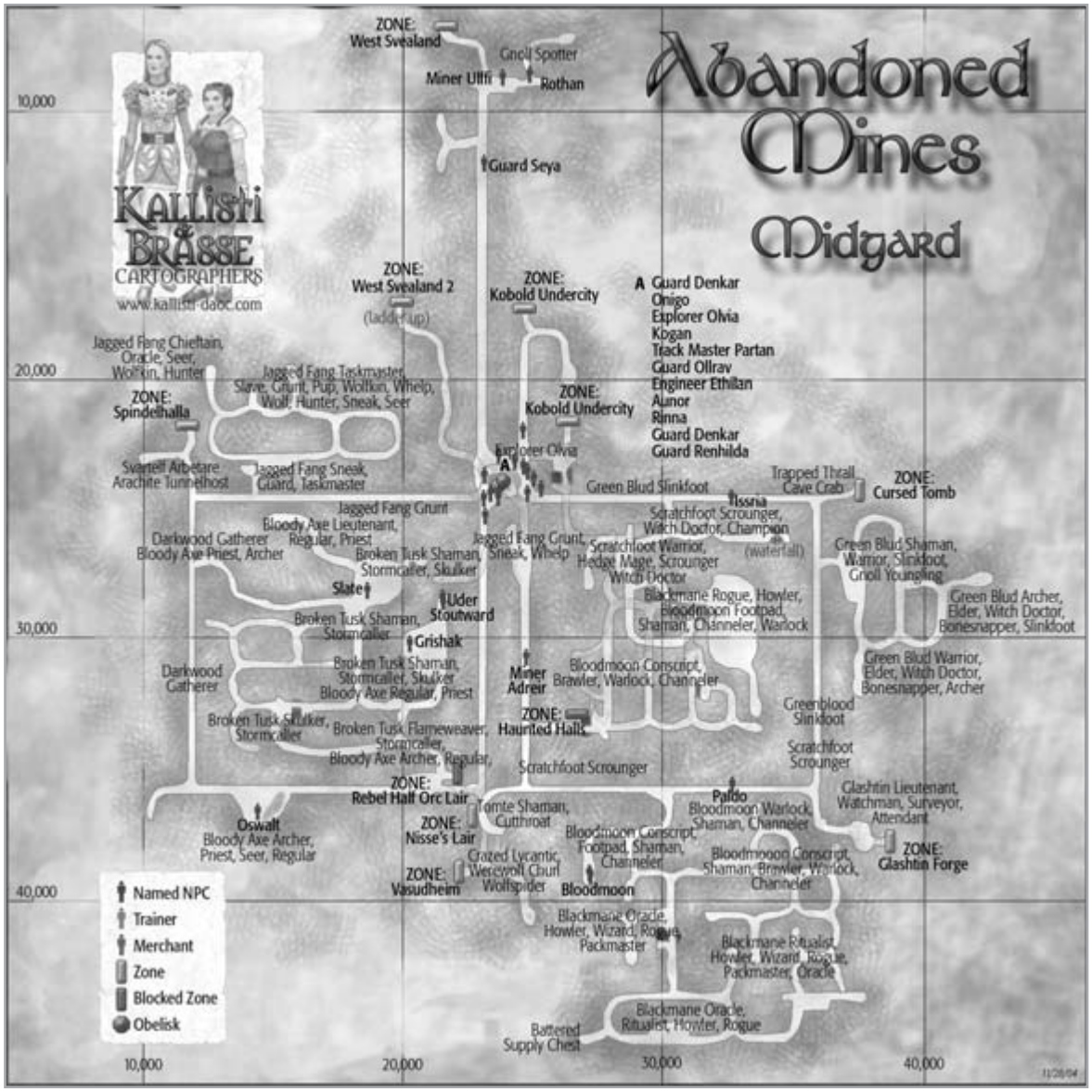


MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
bloody axe seer	22	80	3.8	C	–	Soc.
bloody axe seer	29	80	3.8	C	–	–
broken tusk flameweaver	25	80	3.8	*	–	Soc.
broken tusk flameweaver	28	80	3.8	*	–	–
broken tusk shaman	25	80	3.8	C	–	Soc.
broken tusk shaman	28	80	3.8	C	–	–
broken tusk skulker	22	80	4.8	S	10%	Soc.
broken tusk skulker	28	80	4.8	S	10%	–
broken tusk stormcaller	28	80	3.8	C	–	Soc.
darkwood ambusher	19	65	3.4	T/T	3%	Call
darkwood assassin	24	65	3.4	T/T	3%	Soc.
darkwood bandit	24	65	3.4	T/T	3%	Soc.
darkwood eliminator	25	65	3.4	T/T	3%	Soc.
darkwood enforcer	21	65	3.4	T/T	3%	Soc.
darkwood eradicator	25	65	3.4	T/T	3%	Soc.
darkwood forester	20	65	3.4	T/T	3%	Soc.
darkwood gatherer	18	–	3.4	S/S	3%	Soc.
darkwood gatherer	19	15	3.4	T/T	3%	Soc.
darkwood herbalist	22	65	3.4	T/T	3%	Soc.
darkwood highwayman	23	65	3.4	T/T	10%	Soc.
darkwood marauder	21	65	3.4	T/T	3%	Soc.
darkwood overseer	26	65	3.4	T/T	3%	Soc.
darkwood petty thief	18	65	3.4	S/S	3%	Soc.
darkwood pickpocket	18	65	3.4	T/T	3%	Soc.
darkwood raider	23	65	3.4	T/T	3%	Soc.
darkwood soothsayer	22	65	3.4	T/T	3%	Soc.
darkwood tracker	20	65	3.4	T/T	3%	Soc.
draugr warrior	21	80	3.8	C/S	–	Soc.
Elei	50	–	3.0	S	–	–
Engineer Ethilan	30	–	3.0	S	–	–
Engineer Lardol	50	–	3.0	S	–	–
Engineer Prios	30	–	3.0	S	–	–
Explorer Olvia	50	–	3.0	S	–	–
glashtin attendant	28	55	3.5	C	–	Soc.
glashtin surveyor	27	55	3.5	C	–	Soc.
glashtin watchman	26	55	3.5	S	3%	Soc.
glowies	51	–	3.8	S	–	–
gnoll spotter	16–19	90	3.0	S	–	–
gnoll youngling	17,18	75	3.8	C/S	–	–
Green Blud	23	99	2.5	S/T	10%	Soc.
green blud archer	21	30	2.5	T/S	5%	Soc.
green blud bonesnapper	21	30	2.5	C/T	5%	Soc.
green blud elder	22	30	2.5	S/T	5%	Soc.
green blud shaman	19	30	2.5	S/C	10%	Soc.
green blud slinkfoot	19	30	2.5	T/T	10%	Soc.
green blud warrior	20	30	2.5	S/T	5%	Soc.
green blud witch doctor	20	30	2.5	C/T	5%	Soc.
Grishak	30	80	3.8	S	–	Soc.
Guard Brald	50	–	3.0	S	–	–
Guard Denkar	50	100	3.0	S	–	–
Guard Ollrav	50	100	3.0	S	–	–

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MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Guard Renhilda	50	100	3.0	S	–	–
Guard Seya	50	–	3.0	S	–	–
Guard Siden	50	–	3.0	S	–	–
Guard Skeya	50	–	3.0	S	–	–
half orc ambusher	22	90	3.0	S	–	–
Hallan	50	90	3.0	S	–	–
Hastener	50	–	3.0	S	–	–
Hian	28	–	3.0	S	–	–
Issria	50	–	3.0	S	–	–
Jagged Fang Chieftain	20	30	2.5	S/T	10%	Soc.
jagged fang grunt	16	30	2.5	C/T	5%	Soc.
jagged fang hunter	17	30	2.5	S/T	10%	Soc.
jagged fang oracle	19	30	2.5	C/T	5%	Soc.
jagged fang seer	18	30	2.5	C/T	5%	Soc.

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
jagged fang slave	15	15	2.5	C/C	15%	Soc.
jagged fang sneak	16	30	2.5	T/T	15%	Soc.
jagged fang taskmaster	17	30	2.5	C/T	10%	Soc.
jagged fang whelp	15	30	2.5	S/T	5%	Soc.
jagged fang wolf	19	30	2.5	*/T	15%	Soc.
jagged fang wolf pup	18	30	2.5	*/T	10%	Soc.
jagged fang wolfkin	20	30	2.5	S/T	10%	Soc.
Kogan	41	–	1.0	S	–	–
Miner Adreir	50	–	3.0	S	–	–
Miner Elgar	20	–	3.0	S	–	–
Miner Ulffi	41	–	1.0	C	–	–
Onigo	50	–	3.0	S	–	–
Oswalt	30	80	3.8	S	–	Soc.
Overseer Galdar	21	–	3.0	S	–	–



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MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Paldo	41	–	1.0	S	–	–
Phantom Miner	25	100	4.6	C/C	5%	–
plasmatasm	25	80	3.5	C/S	–	–
Rinna	50	–	1.0	S	–	–
Rothan	22	–	3.0	S	–	–
Sarja	50	–	3.0	S	–	–
Scratchfoot	28	30	2.5	S/T	10%	Call
scratchfoot champion	26	30	5.2	S	–	Soc.
scratchfoot hedge mage	26	30	4.5	C	–	Soc.
scratchfoot herbalist	27	30	3.5	C	–	Soc.
scratchfoot scrounger	26	30	2.5	S/T	5%	Soc.
scratchfoot warrior	28	30	3.2	S	–	Soc.
scratchfoot witch doctor	28	30	4.5	C	–	Soc.
Sergeant Skera	50	100	1.0	S	–	–
Slate	30	99	3.9	C/S	–	–
Spectator	50	–	3.0	S	–	–
Timekeeper Pitlan	50	–	3.0	S	–	–
Tomayas	30	–	1.2	T	–	–
tomte thug	5	50	3.8	C/S	–	Call
Track Master Aluk	50	–	3.0	S	–	–
Track Master Partan	50	–	3.0	S	–	–
Uder Stoutward	30	50	3.8	C/S	–	–
Valkyn Sergeant	30	100	3.0	S	–	Soc.
vendo guard	22	70	3.7	S	–	Soc.
wolfaur quixot	37	1	3.4	S/S	3%	Soc.

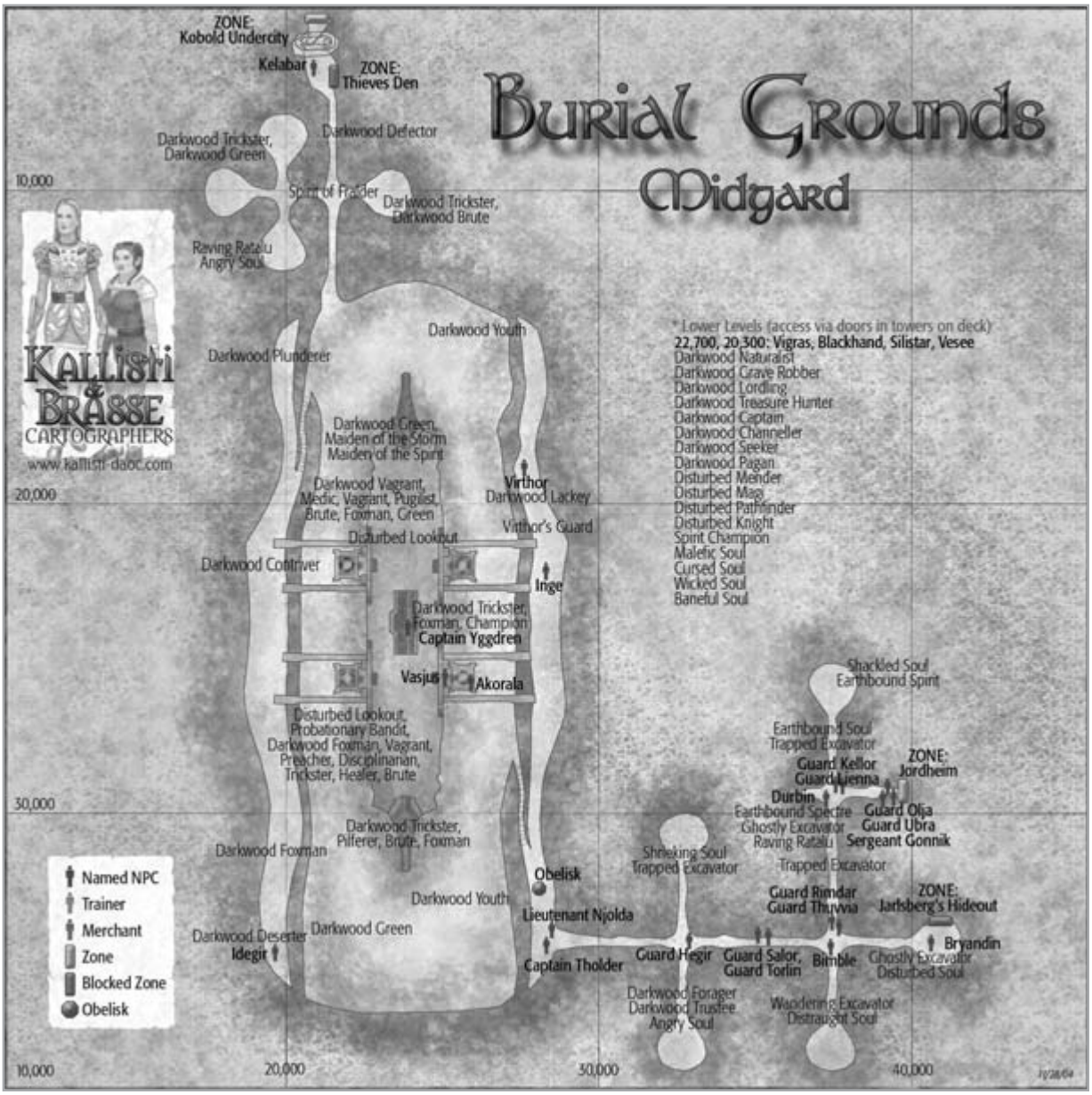
Burial Grounds

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Akorala	50	–	3.0	S	–	–
angry soul	7,8	1	3.5	*	–	–
bandit recruit	16	–	2.5	T/T	–	–
baneful soul	23	1	3.5	*	–	–
Batty Bill	10	90	3.0	S	5%	–
Bimble	41	–	1.0	S	–	–
Blackhand	24	1	2.8	T/T	5%	Soc.
Bryandin	4	–	3.5	*	–	–
Captain Tholder	50	100	1.0	S	–	–
Captain Yggdren	12	100	3.5	S	–	–
cursed soul	21	1	3.5	*	–	–
darkwood brawler	20	66	2.5	C/C	–	–
darkwood brute	17	50	2.5	T/T	–	Soc.
darkwood brute	19	50	3.2	T/T	–	Soc.
darkwood caitiff	7,8	90	3.5	S	–	Soc.
Darkwood Captain	10	90	3.5	T	–	Soc.
darkwood captain	25	35	3.4	T/T	–	Soc.
darkwood champion	22	99	2.5	T/T	–	Soc.
darkwood channeller	23	50	3.4	T/T	–	Soc.
darkwood contriver	3,4	1	3.0	S	–	–
Darkwood Defector	16	–	2.5	T/T	–	–
darkwood deserter	4	1	3.0	S	–	–
darkwood disciplinarian	17	–	3.4	T/T	–	–
darkwood forager	5–8	–	3.0	S	–	–
darkwood foxman	13,15	–	3.4	T/T	–	Soc.
darkwood graverobber	22	–	3.4	T/T	5%	Soc.
darkwood green	9	–	4.0	T/T	–	–
darkwood green	10	–	3.0	T/T	–	Soc.
darkwood healer	20,22	–	3.4	C/C	–	Soc.
darkwood lackey	6	1	3.0	S	–	Soc.
darkwood lordling	21	50	3.4	T/T	–	Soc.
darkwood medic	17,19	–	3.4	C/C	–	Soc.
darkwood naturalist	20	30	3.4	T/T	–	Soc.
darkwood pagan	26	50	2.8	T/T	–	Soc.
darkwood pilferer	12	–	3.0	C	–	–
darkwood pillager	16	–	3.0	S	–	–
darkwood pillager	17–23	90	3.0	S	–	–
darkwood plunderer	8	–	4.2	T	–	–
darkwood plunderer	10	–	3.5	C/C	–	–
darkwood plunderer	12	–	3.5	S/S	–	–
darkwood preacher	15	–	3.4	C/C	–	Soc.
darkwood pugilist	20	66	2.5	C/C	–	–
darkwood sawbones	15,16	–	3.4	C/C	–	Soc.
darkwood scout	13	–	3.2	T/T	–	–
darkwood seeker	24	75	3.2	T/T	–	Soc.
darkwood treasure hunter	23	–	3.4	T/T	3%	Soc.
darkwood trickster	15,16	–	3.4	T/T	–	Soc.
darkwood trustee	7	10	3.0	S	–	–
darkwood vagrant	20	–	3.4	T/T	3%	Soc.
darkwood vagrant	22	–	2.8	T/T	–	Soc.
darkwood waylayer	13	99	3.0	S	–	–
darkwood youth	5,7	–	3.4	T/T	–	–
Dead-Eye Dugan	22	–	2.8	T/T	–	Soc.
distraught soul	5,6	–	3.5	*	–	–
disturbed defender	20	30	3.2	S/T	–	Soc.
disturbed guardian	20	30	3.2	S/T	–	Soc.
disturbed knight	23	30	3.2	S/T	–	Soc.
disturbed lookout	15–18	–	3.2	T/T	–	–
disturbed magi	24	30	3.2	S/T	–	Soc.
disturbed mender	22,24	30	3.2	S/T	–	Soc.
disturbed oarsman	16–22	100	3.2	C	–	–
disturbed pathfinder	23	30	3.2	S/T	–	Soc.
disturbed protector	22	30	3.2	S/T	–	Soc.
disturbed soul	3,4	–	3.5	*	–	–
disturbed thane	24	30	3.2	S/T	–	Soc.
disturbed warrior	18	30	3.2	S/T	–	Soc.
Durbin	20	–	3.0	S	–	–
Dwarven Guard	28	100	3.0	S	–	Soc.
Dwarven Sergeant	30	100	3.0	S	–	Soc.
earthbound soul	0–2	–	3.0	S	–	–

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MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
earthbound spectre	0	–	3.0	S	–	–
earthbound spirit	0	–	3.0	S	–	–
Explorer Tegana	50	–	3.0	S	–	–
ghostly excavator	2	–	3.8	C/S	–	–
Guard Hegir	65	100	3.0	S	–	Call
Guard Kellor	50	–	3.0	S	–	–
Guard Lienna	65	100	3.0	S	–	Call
Guard Olja	50	100	3.0	S	–	–
Guard Rimdar	50	100	3.0	S	–	–
Guard Salor	50	100	3.0	S	–	–
Guard Thuvvia	50	100	3.0	S	–	–
Guard Torlin	50	–	3.0	S	–	–
Guard Ubra	50	100	3.0	S	–	–

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Hazar	7	100	3.0	S	–	–
Idegir	5	99	3.0	S	–	–
Idegir	6	1	3.0	S	–	–
Inge	26	–	3.1	C/*	–	–
Kelabar	20	–	3.0	S	–	–
Klimish	20	15	3.2	T/T	–	Soc.
Lieutenant Njolda	50	100	1.0	S	–	–
malefic soul	22	1	3.5	*	–	–
probationary bandit	17	–	2.5	T/T	–	–
raging soul	9	–	3.5	*	–	Soc.
ravenous soul	24	–	3.5	*	–	–
Raving Ratalu	5	–	3.0	S	–	–
scarab	1	–	3.8	T	–	–



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MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Sergeant Gonnik	50	100	1.0	S	–	–
shackled soul	1,2	–	3.5	*	–	–
shrieking soul	9,10	1	3.5	*	–	–
Shrilas	11	50	3.5	*	–	Soc.
Silistar	24	90	3.1	C/C	–	Soc.
trapped excavator	1–9	–	3.4	T/T	–	–
Troll Guard	28	100	3.2	S	–	Soc.
Troll Sergeant	30	100	3.2	S	–	Soc.
Valkyn Guard	28	100	3.0	S	–	Soc.
Valkyn Sergeant	30	100	3.0	S	–	Soc.
Vasjus	16	99	3.8	C/S	–	–
Vesee	24	90	3.1	C/C	–	Soc.
Vigras	24	90	3.1	S/S	3%	Soc.
Viking Guard	28	100	3.0	S/S	1%	Soc.
Viking Sergeant	30	100	3.0	S/S	–	Soc.
Virthor	7	1	3.0	S	–	–
Virthor's Guard	6	1	3.0	S	–	–
wandering excavator	2–4	–	3.0	S	–	–
wicked soul	22	1	3.5	*	–	–
Ysinille	50	–	3.0	S	–	–

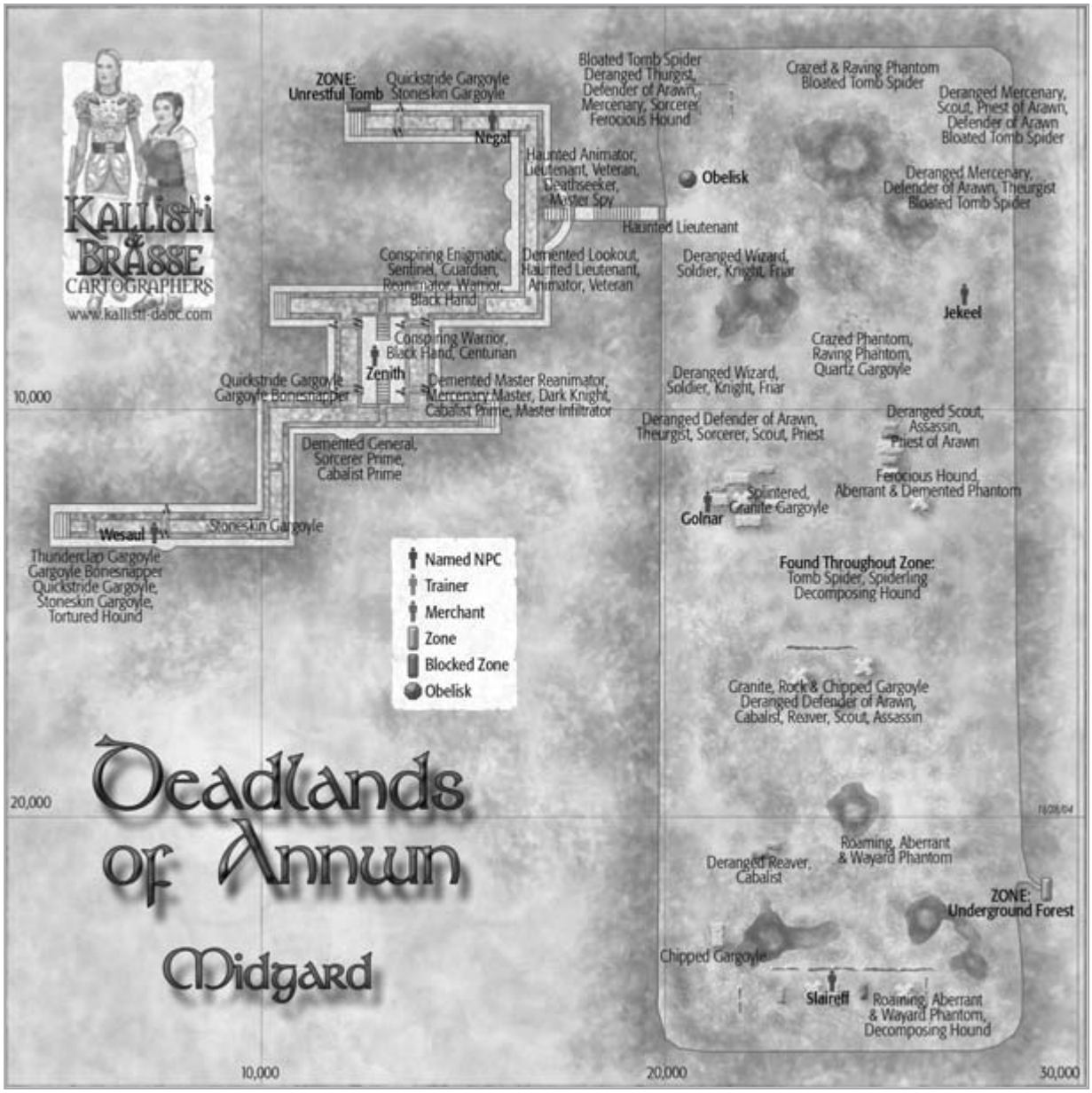
Deadlands of Annwn

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
aberrant phantom	44	50	3.5	*	–	–
acolyte of Belum	55	–	3.2	C	–	Soc.
Awakened Spirit	57	–	3.8	*/*	–	–
basalt gargoyle	60	65	5.5	C/C	5%	–
Belum	70	–	3.3	S	3%	Soc.
bloated tomb spider	63	75	3.6	S	–	Soc.
chipped gargoyle	42	65	4.5	C/C	5%	Soc.
conspiring black hand	60	65	3.1	S/T	20%	Soc.
conspiring centurian	61	65	3.2	S/T	5%	Soc.
conspiring enigmatic	58	65	2.9	S/T	–	Soc.
conspiring guardian of morgana	59	65	3.1	S/T	5%	Soc.
conspiring master spiritist	61	65	2.9	S/T	–	Soc.
conspiring reanimator	59	65	2.9	S/T	4%	Soc.
conspiring sentinel	58	65	3.3	S/T	20%	Soc.
conspiring warrior	60	65	3.3	S/T	10%	Soc.
cracked gargoyle	40	65	2.5	C/C	5%	–
crazed phantom	49	50	3.5	*	–	–
decomposing hound	38	65	2.5	S/T	5%	–
demented cabalist prime	64	65	2.9	S/T	4%	Soc.
demented dark knight	62	65	3.1	S/T	10%	Soc.
demented general	64	65	3.7	S/T	20%	Soc.
demented lookout	58,60	65	2.9	S/T	7%	Soc.
demented master infiltrator	63	65	2.9	S/T	20%	Soc.
demented master reanimator	62	65	2.9	S/T	–	Soc.
demented master scout	65	65	2.9	S/T	20%	Soc.
demented mercenary master	63	65	2.9	S/T	20%	Soc.
demented phantom	46	50	3.5	*	–	–
demented sorcerer prime	65	65	2.9	S/T	4%	Soc.
deranged assassin	45	65	2.9	T/*	15%	Soc.
deranged cabalist	44	65	2.9	C/C	–	Soc.
deranged defender of Arawn	47	65	2.9	S/C	–	Soc.
deranged friar	54	65	2.9	C/C	5%	Soc.
deranged knight	55	65	2.9	S/C	–	Soc.
deranged mercenary	48	65	2.9	T/C	15%	Soc.
deranged priest of Arawn	47	65	2.9	C/C	–	Soc.
deranged reaver	43	65	2.9	S/S	5%	Soc.
deranged scout	46	65	2.9	T/T	10%	Soc.
deranged soldier	53	65	2.9	S/S	–	Soc.
deranged sorcerer	49	65	2.9	C	–	–
deranged theurgist	50	65	2.9	C	–	–
deranged wizard	52	65	2.9	C	–	–
ferocious hound	48	65	3.0	S/T	10%	–
gargoyle bonesnapper	60	65	2.9	C/C	5%	Soc.
ghosted hound	55	65	2.9	S/T	5%	Soc.
Golnar	47	65	5.5	C/C	5%	Soc.
granite gargoyle	46	65	5.5	C/C	5%	–
haunted animator	55	65	2.9	S/T	–	Soc.
haunted deathseeker	57	65	2.9	S/T	–	Soc.
haunted lieutenant	55	65	3.4	S/T	5%	Soc.
haunted master spy	56	65	2.9	S/T	15%	Soc.
haunted veteran	57	65	2.5	S/T	20%	Soc.
Jekeel	52	65	2.9	C	–	–
Jolock the Hermit	55	1	4.2	C	–	–
Negal	65	65	2.9	C/C	–	Soc.
possessed archaeologist	36	65	2.9	T/*	15%	Soc.
possessed digger	40	65	2.9	T/*	15%	Soc.
possessed pickman	42	65	2.9	T/*	15%	Soc.
quartz gargoyle	45	65	5.5	C/C	5%	–
quickstride gargoyle	55	65	2.9	C/C	5%	Soc.
raving phantom	47	50	3.5	*	–	–
roaming phantom	42	50	3.5	*	–	–
rock gargoyle	44	65	3.5	C/C	5%	–
Slaireff	44	65	4.1	T/S	–	–
Somahryk	48	80	2.9	C	–	–
splintered gargoyle	44	65	4.5	C/C	5%	–
stoneskin gargoyle	57	65	2.9	C/C	5%	Soc.
thunderclap gargoyle	63	65	2.9	C/C	5%	Soc.
tomb spider	60	75	3.6	S	–	Soc.
tomb spider hatchling	53	75	3.6	S	–	Soc.
tomb spiderling	57	75	3.6	S	–	Soc.

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MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
tormented phantom assassin	43	65	2.9	T/*	15%	Soc.
tormented phantom cabalist	43	65	2.9	C/C	–	Soc.
tormented phantom mercenary	43	65	2.9	T/C	15%	Soc.
tormented phantom reaver	43	65	2.9	S/S	5%	Soc.
tormented phantom scout	43	65	2.9	T/T	10%	Soc.

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
tormented phantom theurgist	43	65	2.9	C	–	–
tortured hound	60	65	2.9	S/T	5%	Soc.
undead ally	59	99	3.0	S/*	–	Soc.
wandering phantom	41	50	3.5	*	–	–
wayward phantom	43	50	3.5	*	–	–
Zenith	65	100	8.0	C	–	–



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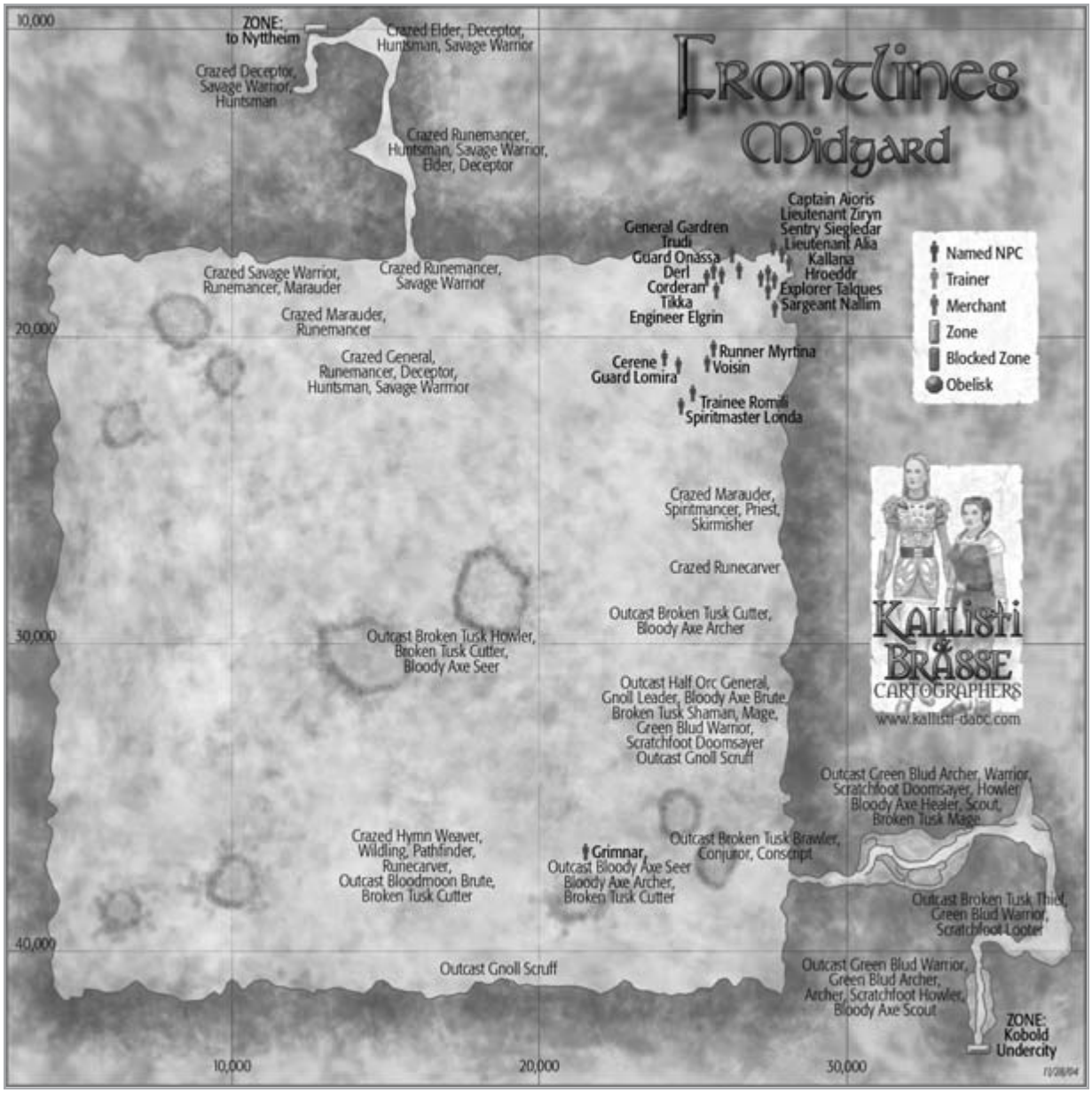
The Frontlines

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
bloody axe archer	28	80	3.8	T	–	–
bloody axe regular	28	80	3.8	S	–	–
Captain Aioris	50	100	1.0	S	–	–
Captain Artiv	35	30	4.5	S/C	15%	Soc.
Cerene	50	–	3.0	S	–	–
Corderan	50	–	1.0	S	–	–
crazed deceptor	37	65	2.9	S/T	2%	Soc.
crazed elder	39	65	2.9	S/T	2%	Soc.
crazed general	40	65	2.9	S/T	15%	Soc.
crazed huntsman	38	65	2.9	S/T	2%	Soc.
crazed hymn weaver	32	65	2.9	S/T	5%	Soc.
crazed lurker	31	65	2.9	S/T	5%	Soc.
crazed marauder	35	65	2.9	S/T	5%	Soc.
crazed monitor of ymir	36	65	2.9	S/T	2%	Soc.
crazed pathfinder	30	65	2.9	S/T	5%	Soc.
crazed priest	34	65	2.9	S/T	2%	Soc.
crazed primordial	32	65	2.9	S/T	2%	Soc.
crazed runecarver	30	65	2.9	S/T	2%	Soc.
crazed runemancer	38	65	2.9	S/T	2%	Soc.
crazed savage warrior	37	65	2.9	S/T	2%	Soc.
crazed skirmisher	33	65	2.9	S/T	2%	Soc.
crazed spiritmancer	35	65	2.9	S/T	2%	Soc.
crazed summoner	33	65	2.9	S/T	2%	Soc.
crazed tale-spinner	36	65	2.9	S/T	2%	Soc.
crazed warlock	34	65	2.9	S/T	2%	Soc.
crazed wilding	31	65	2.9	S/T	2%	Soc.
Derl	50	–	1.0	S	–	–
Explorer Talques	50	–	3.0	S	–	–
follower of Keantoth	39	65	2.9	S/T	2%	–
General Gar	32	99	4.5	S/S	5%	Soc.
General Gardren	50	–	1.0	S	–	–
gnoll warboss	22	30	4.5	C	–	Soc.
Grimnar	41	99	3.4	T/T	25%	–
Guard Lomira	50	100	3.0	S	–	–
Guard Onassa	50	100	1.0	S	–	–
Guard Thevgen	50	100	3.0	S	–	Soc.
half orc warboss	22	80	3.8	S	–	Soc.
Ibana	30	100	2.9	S/T	2%	Soc.
Kallana	50	–	3.0	S	–	–
Keantoth the Destroyer	47	99	3.4	S/T	5%	–
Kobold Guard	30	95	3.0	S	–	–
Lieutenant Alia	55	–	3.0	S	–	–
Lieutenant Ziryn	65	100	3.0	S	–	–
Nyla	18	–	3.0	S	–	–
outcast blackmane seer	27	50	4.5	C	–	Soc.
outcast blackmane skulker	26	30	2.5	T/T	5%	Soc.
outcast bloodmoon brute	29	30	3.2	S	–	Soc.
outcast bloodmoon shaman	28	30	3.5	C	–	Soc.
outcast bloody axe archer	24,26	80	3.8	T	–	Soc.
outcast bloody axe battler	26	85	3.6	C/C	–	Soc.
outcast bloody axe brute	24,25	80	3.8	S	–	Soc.
outcast bloody axe healer	22	80	3.8	C	–	Soc.
outcast bloody axe scout	15,20	80	3.8	S	–	Soc.
outcast bloody axe seer	28	50	3.8	C	–	Soc.
outcast broken tusk brawler	19–26	90	3.0	S	–	–
outcast broken tusk conjuror	22–25	90	3.0	S	–	–
outcast broken tusk conscript	26,27	90	3.0	S	–	–
outcast broken tusk cutter	29	80	4.8	S	10%	Soc.
outcast broken tusk diviner	28–30	90	3.0	S	–	–
outcast broken tusk howler	27	80	3.8	C	–	Soc.
outcast broken tusk mage	23	80	3.8	*	–	Soc.
outcast broken tusk shaman	25	80	3.8	C	–	Soc.
outcast broken tusk thief	21	80	4.8	S	10%	Soc.
Outcast Gnoll Leader	30	30	3.2	S/S	15%	Soc.
outcast gnoll scruff	18	65	3.4	S/S	3%	–
outcast gnoll scruff	19	30	2.5	S/C	10%	–
outcast gnoll scruff	20	65	3.4	T/T	3%	–
outcast gnoll scruff	21	30	2.5	C/T	5%	–
outcast green blud archer	21	50	2.5	T/S	5%	Soc.
outcast green blud warrior	20	50	2.5	S/T	5%	Soc.
Outcast Half Orc General	30	80	4.8	S/T	15%	Soc.
outcast scratchfoot battler	25	30	3.2	S	–	Soc.
outcast scratchfoot doomsayer	15,22	30	4.5	C	–	Soc.
outcast scratchfoot howler	23	30	5.2	S	–	Soc.

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MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
outcast scratchfoot looter	24	30	2.5	S/T	5%	Soc.
Runner Myrtina	45	100	3.0	S	–	–
Sergeant Lutho	50	100	1.0	S	–	–
Sergeant Nallim	50	100	1.0	S	–	–
Spirit of General Gar	35	99	2.5	*/*	5%	Soc.
Spiritmaster Londa	48	–	3.0	S	–	Soc.

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Spiritmaster Servant	40	–	2.5	S	–	–
summoned gargoyle	30	65	2.9	S/T	2%	–
Tikka	50	–	1.0	S	–	–
Trainee Romili	50	100	3.0	S	–	–
Trudi	30	–	3.0	S	–	–
Volsin	20	–	1.0	S	–	–



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Glashtin Forge

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Apprentice Frorik	36	5	3.2	C/*	–	–
Apprentice Grunk	36	5	3.2	C/*	–	–
brittle gargoyle	16	99	4.2	*/*	–	Soc.
burning gargoyle	26	99	4.2	*/*	–	Soc.
chiseled gargoyle	21	99	4.2	*/*	–	Soc.
conflagrant gargoyle	34	99	4.2	*/*	–	Soc.
Explorer Fontha	50	–	3.0	S	–	–
Explorer Talques	50	–	3.0	S	–	–
fiery gargoyle	25	99	4.2	*/*	–	Soc.
fiery gargoyle fledgling	10–14	65	2.9	S/T	5%	–
fire elemental	38	80	3.7	*/*	–	–
Forgemaster Vronk	42	5	3.2	C/*	–	–
glashtin armorer	29	5	3.2	C/*	–	–
glashtin artisan	35	5	3.2	C/*	–	–
glashtin bellowsman	20	5	3.2	T/C	–	–
glashtin chopper	19	5	3.2	S/*	–	–
glashtin digger	17	5	3.2	T/*	–	–
glashtin drommo	23	99	3.2	S/S	3%	–
glashtin drone	26	99	3.2	S/S	5%	–



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MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
glashtin eldah drommo	30	99	3.2	S/S	3%	–
glashtin eldah mojobo	28,29	99	3.2	S/S	3%	–
glashtin eldah ozzozzin	27	99	3.2	S/S	3%	–
glashtin eldah slosho	31	99	3.2	S/S	3%	–
glashtin engineer	17	5	3.2	T/*	–	–
glashtin fixah	33	99	3.2	S/S	3%	–
glashtin goblin sprout	10–14	65	2.9	S/T	5%	–
glashtin gob'teen	17	99	3.2	S/S	3%	–
glashtin li'l gob	15	5	3.2	C/*	–	–
glashtin master artisan	42	99	3.2	S/S	3%	–
glashtin master craftsman	42	99	3.2	S/S	3%	–
glashtin master metalworker	39	99	3.2	S/S	3%	–
glashtin master smith	39	99	3.2	S/S	3%	–
glashtin mekanik	30	99	3.2	S/S	3%	–
glashtin mojobo	20,21	99	3.2	S/S	3%	–
glashtin odolt'gob	21	99	3.2	S/S	3%	–
glashtin ozzozzin	19	99	3.2	S/S	3%	–
glashtin pokah	35	99	3.2	S/S	3%	–
glashtin polisher	23	5	3.2	T/*	–	–
glashtin quencher	30	5	3.2	T/*	–	–
glashtin riveter	23	5	3.2	T/*	–	–
glashtin root harvester	19	5	3.2	S/*	–	–
glashtin rootjack	19	5	3.2	S/*	–	–
glashtin scrappah	33	99	3.2	S/S	3%	–
glashtin slosho	24	99	3.2	S/S	3%	–
glashtin smelter	25	5	3.2	T/*	–	–
glashtin sniffo	22	99	3.2	S/S	3%	–
glashtin stabzu	34	99	3.2	S/S	3%	–
glashtin stikko	18	5	3.2	C/*	–	–
glashtin tailor	23	5	3.2	C/*	–	–
glashtin taskmaster	29	99	3.2	S/S	3%	–
glashtin teknishun	32	99	3.2	S/S	3%	–
glashtin tinkerer	25	99	3.2	S/S	3%	–
glashtin tunneller	17	5	3.2	S/*	–	–
glashtin weaponsmith	29	5	3.2	C/*	–	–
glashtin whelp	16	5	3.2	C/*	–	–
glashtin worker	25	99	3.2	S/S	3%	–
Guilak	30	99	3.2	S/S	3%	–
hardened gargoyle	20	99	4.2	*/*	5%	Soc.
incandescent gargoyle	32	99	4.2	*/*	–	Soc.
incendiary gargoyle	35	99	4.2	*/*	–	Soc.
Inquisitor Ugglok	34	–	3.2	S/S	3%	–
Journeyman Marg	38	5	3.2	C/*	–	–
noxious gargoyle	31	99	4.2	*/*	–	Soc.
weak gargoyle	17	99	4.2	*/*	–	Soc.

Kobold Undercity

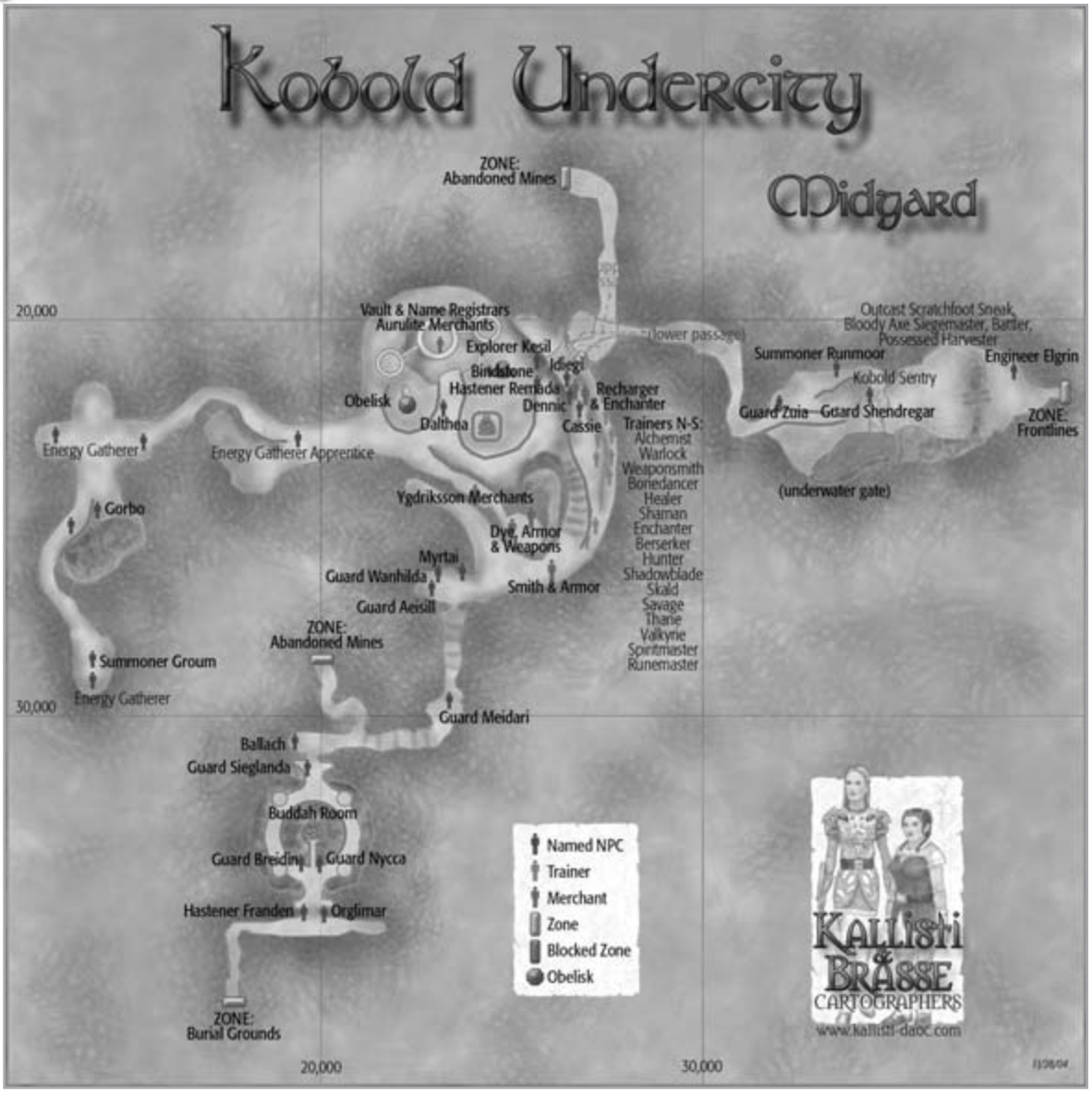
MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
2headedwolf	30	–	3.5	C	–	Soc.
2headedwolfzombie	30	–	3.5	C	–	–
2headwhitewolf	30	–	3.5	C	–	–
Afavldr	60	–	3.0	S	–	Call
agressive possessed kobold	30	100	3.5	C	–	–
Alfdysa	57	–	3.7	C	–	Call
animated skeleton	40	–	3.5	C	–	Soc.
animated skeleton	42	99	3.5	C	–	Soc.
Aor	50	–	3.0	S	–	–
Arnleifa Botsdottir	57	–	3.7	C	–	Call
Arnora	57	–	3.7	C	–	Call
Astira	50	–	1.0	S	–	–
Ballach	20	–	3.0	S	–	–
Bergulfr	56	–	3.2	S/S	–	Call
Boss Scrathor	50	–	3.5	C	–	Soc.
Brord Adayrson	50	–	3.0	S	–	–
brownie necromancer	30	–	3.5	C	–	–
Captain Kelnord	50	–	1.0	S	–	–
Cassie	18	–	3.0	S	–	–
Dalir Ygdrikisson	3	–	3.0	S	–	–
Dalthea	50	–	1.0	S	–	–
Delja	50	–	3.0	S	–	–
demonic rock scrag	40	–	3.5	C	–	Soc.
demonic wolf	30	–	3.5	C	–	Soc.
Dennic	18	–	3.0	S	–	–
Dyrfinna	50	–	3.0	S	–	–
Dyri	59	–	3.3	C	–	Call
Eluarzin	50	–	3.0	S	–	–
entranced possessed kobold	30	–	3.5	C	–	–
Explorer Kesil	50	–	3.0	S	–	–
Eymundr	58	–	4.0	C	–	Call
Faxe Druckersson	50	–	3.0	S	–	–
Forbie	50	–	3.5	C	–	–
giant snake	30	–	3.5	C	–	–
glowies	51	–	3.8	S	–	–
Gorbo	10,20	–	3.5	C	–	–
green snake	30	–	3.5	C	–	–
Guard Aeisill	50	100	3.0	S	–	–
Guard Breidin	50	100	3.0	S	–	–
guard hound	30	–	3.5	C	–	–
Guard Idelder	50	100	3.0	S	–	–
Guard Meidari	50	100	3.0	S	–	–
Guard Mietan	50	100	3.0	S	–	–
Guard Nycca	50	100	3.0	S	–	–
Guard Osteya	50	100	3.0	S	–	–
Guard Shendregar	20	–	3.0	S	–	–

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MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Guard Sieglanda	50	100	3.0	S	–	–
Guard Tenglar	20	–	3.0	S	–	–
Guard Thesilla	50	100	3.0	S	–	–
Guard Vaden	50	100	3.0	S	–	–
Guard Wanhilda	50	100	3.0	S	–	–
Guard Weyr	50	100	3.0	S	–	–
Guard Zuia	50	100	3.0	S	–	–
hissing snake	30	–	3.5	C	–	–
Hrefna	60	–	3.6	C	–	Call
Idaya	70	–	4.2	S	–	–
Idiegi	39	–	3.0	S	–	–
Isgeror	59	–	3.4	C	–	Call
Isvia	50	–	3.0	S	–	Soc.
Ivor	50	–	3.0	S	–	–
Jaanaka	50	–	3.0	S	–	–
Jaron the Magical	50	–	3.0	S	–	–
Keli	50	–	3.0	S	–	Soc.
Kerinn	58	–	3.5	C	–	Call
Kobold Sentry	35	–	3.0	S	–	–
Larth	50	–	3.0	S	–	Soc.
Lasynn	56	–	3.2	S/S	–	Call
Leria	50	–	3.0	S	–	–
loose gravel	18	–	3.0	S	–	–
Magan Ygdrikisdottir	4	–	3.0	S	–	–
Master of Runes	50	100	2.0	S/S	4%	Soc.
Miemda	50	–	3.0	S	–	–
Mikkel	50	–	3.0	S	–	–
Mine Guard	49	–	3.0	S	–	–
monstrous spider	30	99	3.5	T	–	–
Myroja Ygdrikisvif	5	–	3.0	S	–	–
Myrtai	50	–	3.0	S	–	–
Nesila	58	–	3.2	S/S	–	Call
Odedar	40	–	1.0	S	–	–
Orglimar	20	–	3.0	S	–	–
Ostamir	50	–	3.0	S	–	–
outcast bloody axe battler	24	65	3.6	C/C	–	–
outcast bloody axe guard	20	80	3.8	S	–	Soc.
outcast bloody axe healer	22	100	3.8	C	–	Soc.
outcast bloody axe siegemaster	23	65	3.6	C/C	–	–
outcast bloody axe stoneloader	24	65	3.6	C/C	–	–
outcast scratchfoot sneak	25	30	2.5	S/T	5%	Soc.
possessed harvester	24	65	3.6	C/C	–	–
possessed lion	30	–	3.5	C	–	–
possessed raider	25	65	3.6	C/C	–	–

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
posssessed forest giant	30	–	3.5	C	–	–
Rierda	70	–	4.2	S	–	–
Risill	50	–	3.0	S	–	–
Roimlia	57	–	3.3	S/C	–	Call
Runemaster Frigdar	50	99	4.3	S	–	Soc.
Runemaster Jarloth	50	99	4.0	S	–	Soc.
Runemaster Jogund	50	99	4.3	S	–	Soc.
Runemaster Weimard	50	99	4.0	S	–	Soc.
Saehildye	50	–	3.0	S	–	–
Seiyana	50	–	3.0	S	–	–
Sentry Cysien	50	–	3.0	S	–	–
Siegemaster	50	100	2.0	S/S	4%	Soc.
Skeki	50	–	3.0	S	–	–
small spider	30	–	3.5	–	–	–
Smith Jorra	57	–	3.7	C	–	Call
snarling wolf	45	99	3.5	–	–	–
Solgi	60	–	3.6	C	–	Call
spriteling	30	–	3.5	C	–	–
Styrmir	57	–	3.7	C	–	Call
Sunda	50	–	3.0	S	–	–
Teowin	20	–	3.5	–	–	–
Thadon Ygdrikis	6	–	3.0	S	–	–
Thayr	50	–	3.0	S	–	–
Thayra	50	–	1.2	T	–	–
Thorban	50	–	3.0	S	–	Soc.
Thorgylia	50	–	3.0	S	–	–
Thoyr	50	–	1.2	T	–	–
Torfi	57	–	3.2	S	–	Call
Triveila	50	–	3.0	S	–	–
Tynsonn	50	–	3.0	S	–	–
Uldran	50	–	3.0	S	–	–
undead roman	30	–	3.5	C	–	–
Undercity Guard	49	100	3.0	S	–	–
Undercity Resident	49	–	3.0	S	–	–
Valgaror	57	–	3.7	C	–	Call
Vangthar	10	–	3.0	S	–	–
Vemundr	59	–	3.4	S	–	Call
Vieden Odynsonn	50	–	3.0	S	–	–
Viking Jarl	50	100	2.0	S/S	4%	Soc.
wilding summoner	30	–	3.5	C	–	–
Wosill	70	–	4.2	S	–	–

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Nytheim

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Benzar	40	65	3.1	S/T	5%	–
berserk hand of Skadi	60	65	3.7	S/T	5%	–
berserk hand of Tyr	60	65	3.7	S/T	5%	–
Bjoran	36	–	3.0	S	–	–
craggy hide gargoyle	30,31	65	2.9	S/T	5%	–
crazed deceptor	36	65	2.5	S/T	10%	Soc.
crazed guard	30	65	3.5	S/T	5%	Soc.
crazed huntsman	38	65	3.5	S/T	10%	Soc.
crazed tribal elder	38	65	2.9	S/T	5%	Soc.
crazed tribal warrior	37	65	2.9	S/T	10%	Soc.
Eronld	50	–	3.0	S	–	–
fanatical fist of Kelgor	56	65	3.2	S/T	5%	Soc.
fanatical hand of Bragi	58	65	2.9	S/T	5%	Soc.
fanatical hand of Hel	57	65	2.9	S/T	–	Soc.
fanatical hand of Loki	51	65	2.5	S/T	5%	Soc.
fanatical hand of Odin	54	65	2.9	S/T	5%	Soc.
fanatical hand of Skadi	50	65	3.1	S/T	5%	Soc.
fanatical hand of Tyr	58	65	3.7	S/T	10%	Soc.
fanatical hand of Ymir	57	65	2.9	S/T	5%	Soc.
fanatical tribal chieftain	53	65	2.9	S/T	5%	Soc.
festering hound	35	65	2.9	S/T	10%	Soc.
gargoyle bonesnapper	50	65	2.9	C/C	5%	Soc.
Gebbo	60	65	3.7	S/T	10%	–
Gorluk	44	65	3.2	S/T	5%	–
guard of Vanjorndor	50	65	3.7	S/T	10%	Soc.

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MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Haki	35	65	3.0	S/T	–	–
Jerren's Ghost	60	–	3.6	C	–	–
Jessie	10	–	3.0	S	–	–
Jomandur	60	65	3.7	S/T	5%	–
Jorlan	49	65	3.1	S/T	5%	Soc.
Klydor	39	65	3.2	S/T	5%	–
Kobold Spirit	60	–	3.8	C/C	–	Soc.
Kolfinna	65	65	3.7	S/T	5%	–
lithic gargoyle	35,36	65	2.9	S/T	5%	–
Lytami	41	65	2.6	S/T	5%	–
maniacal bonemage	45	65	2.9	S/T	5%	Soc.
maniacal lord of Sagas	40	65	3.1	S/T	5%	Soc.
maniacal master of prey	44	65	2.7	S/T	5%	Soc.
maniacal pitmaster	57	65	3.7	S/T	5%	–

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
maniacal protector of Kelgor	42	65	2.7	S/T	10%	Soc.
maniacal runic adept	43	65	2.9	S/T	5%	Soc.
maniacal shadow master	41	65	2.6	S/S	10%	Soc.
maniacal shamanic visionary	40	65	2.9	S/T	5%	Soc.
maniacal spiritist adept	39	65	2.9	S/T	5%	Soc.
maniacal warmonger	39	65	3.2	S/S	5%	Soc.
Migan	45	65	2.9	S/T	5%	–
Migan's Hound	35	65	2.9	S/T	5%	–
pitmaster guard	50	65	3.7	S/T	5%	–
possessed deceptor	35	65	2.5	S/T	5%	–
possessed hound	26–34	–	3.6	T/S	–	Soc.
youth						



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MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
possessed kidnapper	45	65	2.9	S/T	5%	Soc.
quickstride gargoyle	45	65	2.9	C/C	5%	Soc.
rockribbed gargoyle	40,41	65	2.9	S/T	5%	–
savage hound	40	65	2.9	S/T	10%	Soc.
Sesur	41	65	2.6	S/T	5%	–
stoneskin gargoyle	47	65	2.9	C/C	5%	Soc.
surestrike gargoyle	55	65	2.9	C/C	5%	Soc.
Thotan	37	65	2.9	S/T	5%	–
thunderclap gargoyle	53	65	2.9	C/C	5%	Soc.
Tronsil	49	65	2.5	S/T	5%	Soc.
unwilling kobold	30	65	3.2	S/T	5%	–
Vanjorndor	65	65	3.7	S/T	5%	Soc.
Viedyn	42	65	2.7	S/T	5%	–

The Otherworld

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Anluan	65	65	3.5	S/T	10%	Soc.
Cianan	70	99	3.8	S/S	20%	Soc.
Cianan's Essence	65	99	3.8	*	10%	Soc.
Ciardhal	60	99	3.5	S/T	10%	Soc.
ferocious archon	58	65	3.5	S/T	1%	Soc.
ferocious armigerant	58	65	3.5	S/T	1%	Soc.
ferocious astralist	58	65	3.5	S/T	1%	Soc.
ferocious bladesong	58	65	3.5	S/T	1%	Soc.
ferocious hero	58	65	3.5	S/T	1%	Soc.
ferocious master marksman	58	65	3.5	S/T	1%	Soc.
ferocious master ranger	58	65	3.5	S/T	1%	Soc.
ferocious mind weaver	58	65	3.5	S/T	1%	Soc.
ferocious paragon	58	65	3.5	S/T	1%	Soc.
ferocious seraph	58	65	3.5	S/T	1%	Soc.
Fist of the Shar	48	99	3.4	C	2%	Soc.
Frenzied Aide	51	50	3.4	S	–	Soc.
frenzied augur	54	50	3.4	S	–	Soc.
frenzied fallen knight	53	50	3.4	S	–	Soc.
frenzied guardian	52	50	3.4	S	–	Soc.
Frenzied Knight	53	50	3.4	S	–	Soc.
Frenzied Lordling	57	75	3.4	S	–	Soc.
frenzied ravager	53	50	3.4	S	5%	Soc.
frenzied soul renderer	52	50	3.4	S	–	Soc.
Frenzied Squire	46	50	3.4	S	5%	Soc.
gargoyle bonesnapper	60	65	2.9	S/T	5%	Soc.
ghosted hound	58	65	2.9	S/T	5%	Soc.
Gracklar	65	99	2.9	C/C	5%	Soc.
Gruhl the Unclean	42	30	5.2	S	–	Soc.
maniacal bully	43	50	3.4	S	–	Soc.
maniacal fighter	42	50	3.4	S	–	Soc.
maniacal footpoad	42	50	3.4	S	5%	Soc.
maniacal gnoll	42	99	3.4	S	–	Soc.

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
maniacal mender	44	50	3.4	S	–	Soc.
maniacal prophet	44	50	3.4	S	–	Soc.
maniacal pugilist	46	50	3.4	S	–	Soc.
maniacal shadow	45	50	3.4	S	5%	Soc.
maniacal spellbinder	45	50	3.4	S	–	Soc.
maniacal squire	46	50	3.4	S	5%	Soc.
maniacal visionary	43	50	3.4	S	–	Soc.
obstinate consul	58	65	3.5	S/T	1%	Soc.
obstinate duelist	58	65	3.5	S/T	10%	Soc.
obstinate master archer	58	65	3.5	S/T	1%	Soc.
obstinate mystagogue	58	65	3.5	S/T	1%	Soc.
obstinate valorant	58	65	3.5	S/T	1%	Soc.
outcast strong fist grunt	40	99	3.3	S	–	–
outcast strong fist lurker	42	99	4.3	T	–	–
outcast strong fist priest	44	99	3.8	C	–	–
outcast strong fist protector	43	99	3.6	S/T	4%	–
outcast strong fist seer	41	99	3.8	C	–	–
outcast thallooniagh brawler	36	30	3.2	S	–	Soc.
outcast thallooniagh brute	38	30	5.2	S	–	Soc.
outcast thallooniagh earth caller	39	30	4.5	C	–	Soc.
outcast thallooniagh packmaster	39	30	3.5	C	–	Soc.
outcast thallooniagh rogue	36	30	2.5	T/T	5%	Soc.
outcast thallooniagh seer	37	30	3.5	C	–	Soc.
outcast thallooniagh warlock	36	30	4.5	C	–	Soc.
outcast thallooniagh witch doctor	37	30	4.5	C	–	Soc.
quickstride gargoyle	55	65	2.9	S/T	5%	Soc.
raving auspex	51	50	3.4	S	–	Soc.
raving battle dancer	50	50	3.4	S	5%	Soc.
raving conjurerer	48	50	3.4	S	–	Soc.
raving crier	49	50	3.4	S	5%	Soc.
raving diviner	47	50	3.4	S	–	Soc.
raving evocator	49	50	3.4	S	–	Soc.
raving gladiator	50	50	3.4	S	–	Soc.
Raving Illusionist	50	99	3.4	S	–	Soc.
raving militia-man	47	50	3.4	S	–	Soc.
raving scrapper	48	50	3.4	S	–	Soc.
raving thief	51	50	3.4	S	5%	Soc.
Rinvan	45	65	3.5	S/T	1%	Soc.
stoneskin gargoyle	57	65	2.9	S/T	5%	Soc.
surestrike gargoyle	65	99	2.9	S/T	5%	Soc.
Tardossus	40	65	3.5	S/T	1%	Soc.
thunderclap gargoyle	63	65	2.9	S/T	5%	Soc.
tortured hound	58	65	2.9	S/T	5%	Soc.

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Underground Forest

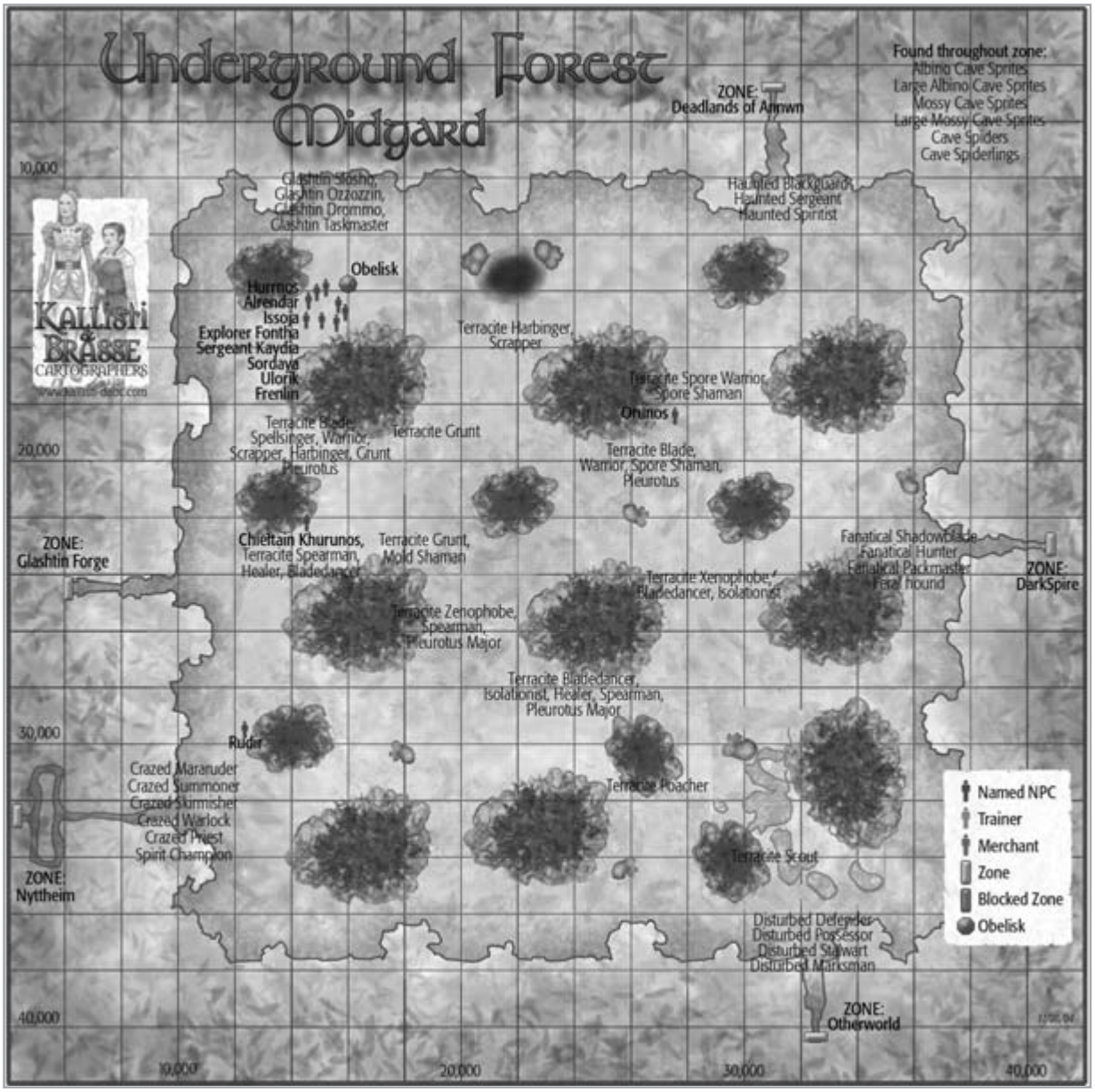
MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
albino cave sprite	35	–	3.5	T/S	5%	Soc.
albino cave sprite	40	–	3.5	T/S	10%	Soc.
albino cave spriteling	30	–	3.5	T/S	5%	Soc.
Alrendar	50	–	1.0	S	–	–
An'shi	35	65	3.4	S/T	4%	–
bloated cave spider	45	75	3.6	S	–	Soc.
cave spider	40	75	3.6	S	–	Soc.
cave spider hatchling	30	75	3.6	S	–	Soc.
cave spiderling	35	75	3.6	S	–	Soc.

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Chieftan Khurunos	45	65	2.9	T/T	8%	Soc.
crazed marauder	35	65	2.9	S/T	5%	Soc.
crazed priest	34	65	2.9	S/T	2%	Soc.
crazed skirmisher	33	65	2.9	S/T	2%	Soc.
crazed summoner	33	65	2.9	S/T	2%	Soc.
crazed warlock	34	65	2.9	S/T	2%	Soc.
Da'mesh	35	65	3.4	S/T	4%	–
Dashlon Timbers	25	–	3.2	T/T	–	–
disturbed defender	34	65	3.5	S/T	5%	Soc.
disturbed marksman	34	65	3.5	S/T	1%	Soc.
disturbed possessor	35	65	3.5	S/T	5%	Soc.
disturbed stalwart	33	65	3.5	S/T	5%	Soc.

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MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
disturbed vigilante	33	65	3.5	S/T	5%	Soc.
Explorer Fontha	50	–	3.0	S	–	–
fanatical hunter	50	65	3.1	S/T	10%	–
fanatical packmaster	52	65	3.7	S/T	10%	Soc.
fanatical runemaster	51	65	2.9	S/T	5%	Soc.
fanatical shadowblade	50	65	2.5	S/T	10%	Soc.
fanatical warrior	51	65	3.7	S/T	10%	Soc.
feral hound	50	65	2.9	S/T	10%	Soc.
Frenlin	50	–	3.0	S	–	–
glashtin drommo	34	99	3.2	S/S	3%	Soc.
glashtin mojobo	33	99	3.2	S/S	3%	Soc.

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
glashtin ozzozzin	33	99	3.2	S/S	5%	Soc.
glashtin slosho	35	99	3.2	S/S	3%	Soc.
glashtin taskmaster	34	99	3.2	S/S	3%	Soc.
Guard Arvakl	50	100	3.0	S	–	–
Guard Hathar	50	100	3.0	S	–	–
Guard Lienya	50	100	3.0	S	–	–
Haral	50	–	3.0	S	–	–
haunted assassin	34	65	2.9	S/T	7%	Soc.
haunted blackguard	34	65	2.5	S/T	4%	Soc.
haunted deathseeker	35	65	2.9	S/T	–	Soc.
haunted sergeant	33	65	3.4	S/T	4%	Soc.



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MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
haunted spiritist	33	65	2.9	S/T	–	Soc.
Hunter Deragar	50	–	1.0	S	–	–
Hurrnos	65	–	3.0	S	–	Call
Issoja	50	–	3.0	S	–	–
Karlees	40	–	3.0	S	–	–
Kobold Guard	30	95	3.0	S	–	–
large albino cave sprite	45	25	3.5	T/S	10%	Soc.
large cave spider	43	75	3.6	S	–	Soc.
large mossy cave sprite	45	25	3.5	T/S	10%	Soc.
mossy cave sprite	37	–	3.5	T/S	5%	Soc.
mossy cave sprite	40	–	3.5	T/S	10%	Soc.
mossy cave spriteling	30	–	3.5	T/S	5%	Soc.
Onaru	44	100	2.9	T/T	4%	Soc.
Oppsvulmet	57	99	3.6	*/*	–	Soc.
oppsvulmet's brood	45	99	3.6	*/*	5%	Soc.
Orunos	50	99	2.9	T/*	4%	Soc.
Orunos	55	99	2.9	*/*	10%	Soc.
Paavu	30	1	3.0	S	1%	–
pleurotus	45	99	3.4	*/S	–	–
pleurotus major	48	99	3.4	*/S	–	–
possessed pickman	42	65	2.9	T/*	15%	Soc.
Recruit Woban	45	100	3.0	S	–	–
Rudir	40	–	3.0	S	–	–
Ru'ua	32	65	2.9	S/T	–	–
Sentry Vudi	39	–	3.0	S	–	–
Sergeant Kaydia	50	100	1.0	S	–	–
Sordaya	50	–	3.0	S	–	Soc.
terracite blade	44	99	2.9	T/S	4%	Soc.
terracite bladedancer	50	99	2.9	S/S	5%	Soc.
Terracite Cthiyrkkftooift	55	99	2.9	S/S	4%	Soc.
terracite grunt	26–35	100	3.0	S	–	–
terracite guard	44	65	2.9	T/T	4%	–
terracite harbinger	35,37	95	3.0	S	–	–
terracite healer	50	99	2.9	T/*	5%	Soc.
terracite healer	30,32	85	3.0	S	–	–
terracite hunter	44,49	99	2.9	T/*	5%	Soc.
terracite isolationist	48	99	2.9	T/T	4%	Soc.
Terracite Luminary	51	99	2.9	T/*	4%	Soc.
terracite mold shaman	46	99	2.9	T/*	4%	Soc.
terracite poacher	48	99	2.9	T/*	5%	Soc.
terracite scout	40	65	2.9	C/*	4%	Soc.
terracite scout	42	65	2.9	T/T	5%	Soc.
terracite scrapper	26,28	90	3.0	S	–	–
terracite skald	50	99	2.9	S/*	4%	Soc.
terracite spearman	50	99	2.9	T/T	4%	Soc.
terracite spellsinger	46	99	2.9	T/*	4%	Soc.
terracite spore shaman	50	99	2.9	T/*	4%	Soc.
terracite spore warrior	50	99	2.9	T/*	4%	Soc.
terracite stalker	33–37	55	3.8	S/S	–	Soc.
terracite trapper	50	99	2.9	T/*	5%	Soc.
terracite warrior	44	99	2.9	T/T	4%	Soc.
terracite xenophobe	48	99	2.9	T/T	4%	Soc.
Ulorik	65	100	3.0	S	–	Call
undead ally	32	99	3.0	S/*	–	Soc.
Wandra	40	–	3.0	S	–	–

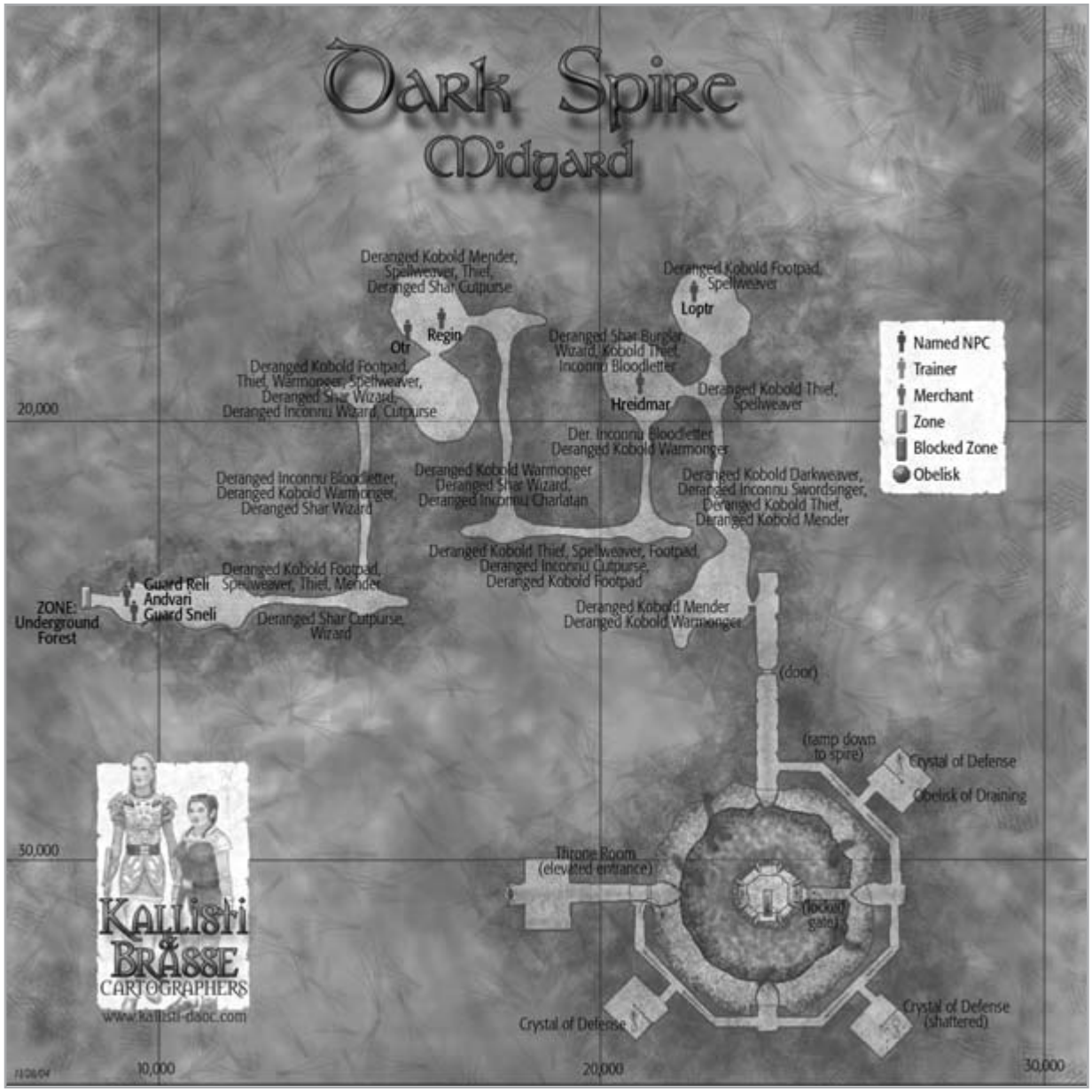
Darkspire

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Andvari	65,70	–	3.0	S/T	5%	Soc.
assassin of Gullveig	63	99	2.5	S/T	20%	Soc.
assassin of Morgana	63	99	2.5	S/T	20%	Soc.
assassin of Morrighan	63	99	2.5	S/T	20%	Soc.
blinding soldier of Morgana	63	99	3.7	S/S	15%	Soc.
bridgeguard of Gullveig	60	99	2.5	S/T	10%	Soc.
Captain-Commander Leyn	65	99	3.7	S	5%	Soc.
cave spider	41	75	3.6	S	–	–
crazed kobold adept	60	99	3.0	S/T	–	Soc.
crazed kobold blade	60	99	3.0	S/T	–	Soc.
crazed kobold cutthroat	60	99	3.0	S/T	5%	Soc.
crazed kobold mauler	60	99	3.0	S/T	–	Soc.
crazed kobold sage	60	99	3.0	S/T	–	Soc.
crazed kobold stoneteller	60	99	3.0	S/T	–	Soc.
crier of Gullveig	63	99	2.9	S/T	–	Soc.
crier of Morgana	63	99	2.9	S/T	–	Soc.
crier of Morrighan	63	99	2.9	S/T	–	Soc.
deranged kobold darkweaver	64	99	3.0	S/T	–	Soc.
deranged kobold footpad	64	99	3.0	S/T	5%	Soc.
deranged kobold mender	64	99	3.0	S/T	–	Soc.
deranged kobold spellweaver	64	99	3.0	S/T	–	Soc.
deranged kobold thief	64	99	3.0	S/T	5%	Soc.
deranged kobold warmonger	64	99	3.0	S/T	–	Soc.
enslaved saboteur	60	–	2.5	S/T	–	Soc.
ensorcelled transmuter	60	99	2.9	S/T	–	Soc.
Fafnir	65	99	3.2	C	15%	Soc.
fallen knight of Gullveig	63	99	2.9	S/T	–	Soc.
fallen knight of Morgana	63	99	2.9	S/T	–	Soc.
fallen knight of Morrighan	63	99	2.9	S/T	–	Soc.

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MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
frenzied soldier of Gullveig	63	99	3.7	S/S	15%	Soc.
frenzied soldier of Morrighan	63	99	3.7	S/S	15%	Soc.
Guard Reli	60	–	3.0	C/C	–	Soc.
Guard Sneli	60	–	3.0	C/C	–	Soc.
Gullveig	65	75	3.2	C	–	Soc.
Hreidmar	70	65	3.0	S/T	–	–
insane kobold backstabber	62	99	3.0	S/T	5%	Soc.
insane kobold cutpurse	62	99	3.0	S/T	5%	Soc.

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
insane kobold pillager	62	99	3.0	S/T	–	Soc.
insane kobold practitioner	62	99	3.0	S/T	–	Soc.
insane kobold primordial	62	99	3.0	S/T	–	Soc.
insane kobold spiritist	62	99	3.0	S/T	–	Soc.
Knightsguard Valen	65	99	2.9	S/T	–	Soc.
Loptr	80	–	3.0	S/T	–	–
mad kobold defender	58	99	3.0	S/T	–	Soc.
mad kobold hospitaler	58	99	3.0	S/T	–	Soc.
mad kobold lurker	58	99	3.0	S/T	5%	Soc.
mad kobold runecarver	58	99	3.0	S/T	–	Soc.



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MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
mad kobold warrior	58	99	3.0	S/T	–	Soc.
mad kobold wilding	58	99	3.0	S/T	–	Soc.
Magi Nhuli	65	99	2.5	C/C	10%	Soc.
magi of Gullveig	63	99	2.9	S/T	–	Soc.
magi of Morgana	63	99	2.9	S/T	–	Soc.
magi of Morrighan	63	99	2.9	S/T	–	Soc.
marauder of Gullveig	63	99	3.7	S/T	5%	Soc.
marauder of Morgana	63	99	3.7	S/T	5%	Soc.
marauder of Morrighan	63	99	3.7	S/T	5%	Soc.
mender of Gullveig	60	–	2.9	S/T	–	Soc.
Morgana	65	99	3.2	–	–	Soc.
Morrighan	65	99	3.2	–	–	Soc.
mystic of Gullveig	63	99	2.9	S/T	–	Soc.
mystic of Morrighan	63	99	2.9	S/T	–	Soc.
Otr	65	65	3.0	S/T	–	–
pet of Gullveig	50	99	2.9	–	–	Soc.
possessed runner	60	–	3.7	S	5%	Soc.
prophet of Gullveig	63	99	2.9	S/T	5%	Soc.
prophet of Morgana	63	99	2.9	S/T	5%	Soc.
prophet of Morrighan	63	99	2.9	S/T	5%	Soc.
ravager of Gullveig	63	99	3.2	S/T	10%	Soc.
ravager of Morgana	63	99	3.2	S/T	10%	Soc.
ravager of Morrighan	63	99	3.2	S/T	10%	Soc.
Regin	70	99	3.0	S/T	–	–
ritualist of Gullveig	63	99	2.9	S/T	–	Soc.
ritualist of Morgana	63	99	2.9	S/T	–	Soc.
ritualist of Morrighan	63	99	2.9	S/T	–	Soc.
scout of Gullveig	63	99	2.5	S/T	10%	Soc.
seer of Gullveig	63	99	2.9	S/T	–	Soc.
siren of Gullveig	63	99	2.9	S/T	–	Soc.
Skeletal Warrior	60	99	1.3	S/*	–	–
Trapmaster Hoglas	65	99	2.5	S/T	20%	Soc.
Valen's sentry	60	–	2.9	S/T	–	Soc.

Hibernia Main Dungeons

Abandoned Mines

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Alirak	50	–	3.0	S	–	–
Astela	35	512	1.0	S	–	–
Blydoc	45	–	2.0	S/S	4%	–
Caekin	50	–	3.0	S	–	–
Dereglar	22	99	3.6	S/T	4%	–
Engineer Ocein	50	–	3.0	S	–	–
Erellala	50	–	3.5	T/T	–	–

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Facebiter	26	99	3.2	S/S	–	–
Fendald	50	–	3.0	S	–	–
Forgemaster Ryjorn	35	100	4.5	C/C	10%	Soc.
glashtin attendant	28	55	3.5	C	–	Soc.
glashtin big basher	23	99	3.2	S/S	–	Soc.
glashtin brewer	22	99	3.2	S/S	–	Soc.
glashtin bully	20	99	3.2	S/S	–	–
glashtin delinquent	19	99	3.2	S/S	–	–
glashtin forge master	30,31	55	4.5	C/C	–	Soc.
glashtin hooligan	22	99	3.2	S/S	–	Soc.
glashtin overseer	33	90	4.5	C/C	15%	Call
glashtin slave	20	–	3.8	C	–	Soc.
glashtin slavemaster	26	55	3.8	S	–	Soc.
glashtin sneak	20	99	3.2	S/S	–	–
glashtin surveyor	27	55	3.5	C	–	Soc.
glashtin thundercaller	21	99	3.2	S/S	–	Soc.
glashtin tinkerer	28,29	45	4.0	C	1%	Soc.
glashtin watchman	26	55	3.5	S	3%	Soc.
glashtin whelp	18	–	3.2	S/S	–	–
glashtin worker	25–27	–	3.5	C	–	Soc.
glashtin wretch	19	99	3.2	S/S	–	–
half orc grunt	22	99	4.2	S	–	–
half orc lurker	22	99	4.3	T	–	–
half orc marauder	22	99	3.8	C	–	–
half orc priestess	22	99	3.8	*/*	–	–
half orc priestess Oshka	23	99	3.8	*/*	–	Call
half orc protector	22	99	3.6	S/T	4%	–
half orc seer	22	99	3.8	C	–	–
half orc worg	17–23	99	3.5	*/S	–	–
half orc worg pup	20	–	3.5	*/S	–	–
half orc youth	20	–	4.0	S	–	–
Hastener	50	–	3.0	S	–	–
Jania	35	–	0.5	S	–	–
Overseer Zadak	34	100	4.5	C/C	15%	Call
Quartermaster Shax	27	99	3.8	*/*	–	Call
Renza	50	–	3.0	S	–	–
Rhela	40	–	1.0	S	–	–
Sergeant Deonyca	50	100	3.5	C	–	–
Slavemaster Kurg	35	99	4.5	S/S	5%	Soc.
Spectator	50	–	3.0	S	–	–
Subcommander Klargla	27	99	3.8	*/*	–	Call
Thallooinagh	31	30	4.5	S/*	10%	Soc.
thallooinagh brawler	27	30	3.2	S	–	Soc.
thallooinagh brute	29	30	5.2	S	–	Soc.
thallooinagh champion	23	30	5.2	S	–	Soc.
thallooinagh channeler	25	30	4.5	C	–	Soc.
thallooinagh earth caller	30	30	4.5	C	–	Soc.
thallooinagh elder	30	30	3.5	C	–	Soc.
thallooinagh guard	30	30	4.5	C	–	Soc.
thallooinagh hedge mage	22	30	4.5	C	–	Soc.

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MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
thallooinagh herbalist	23	30	3.5	C	–	Soc.
thallooinagh oathbinder	24	30	4.5	C	–	Soc.
thallooinagh rogue	28	30	2.5	T/T	5%	Soc.
thallooinagh scrounger	20,22	30	2.5	S/T	5%	Soc.
thallooinagh seer	29	30	3.5	C	–	Soc.
thallooinagh shaman	26	30	3.5	C	–	Soc.
thallooinagh slinkfoot	25	30	2.5	T/T	5%	Soc.

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
thallooinagh taskmaster	26	30	5.2	C	–	Soc.
thallooinagh warlock	27	30	4.5	C	–	Soc.
thallooinagh warrior	24	30	3.2	S	–	Soc.
thallooinagh witch doctor	28	30	4.5	C	–	Soc.
Timekeeper Coreri	50	–	3.0	S	–	–
Track Master Dare	50	–	3.0	S	–	–
Tysholt	50	–	3.0	S	–	–
Urdreg	22	99	3.6	S/T	4%	–
Wanderer Vuran	50	–	3.0	S	–	–



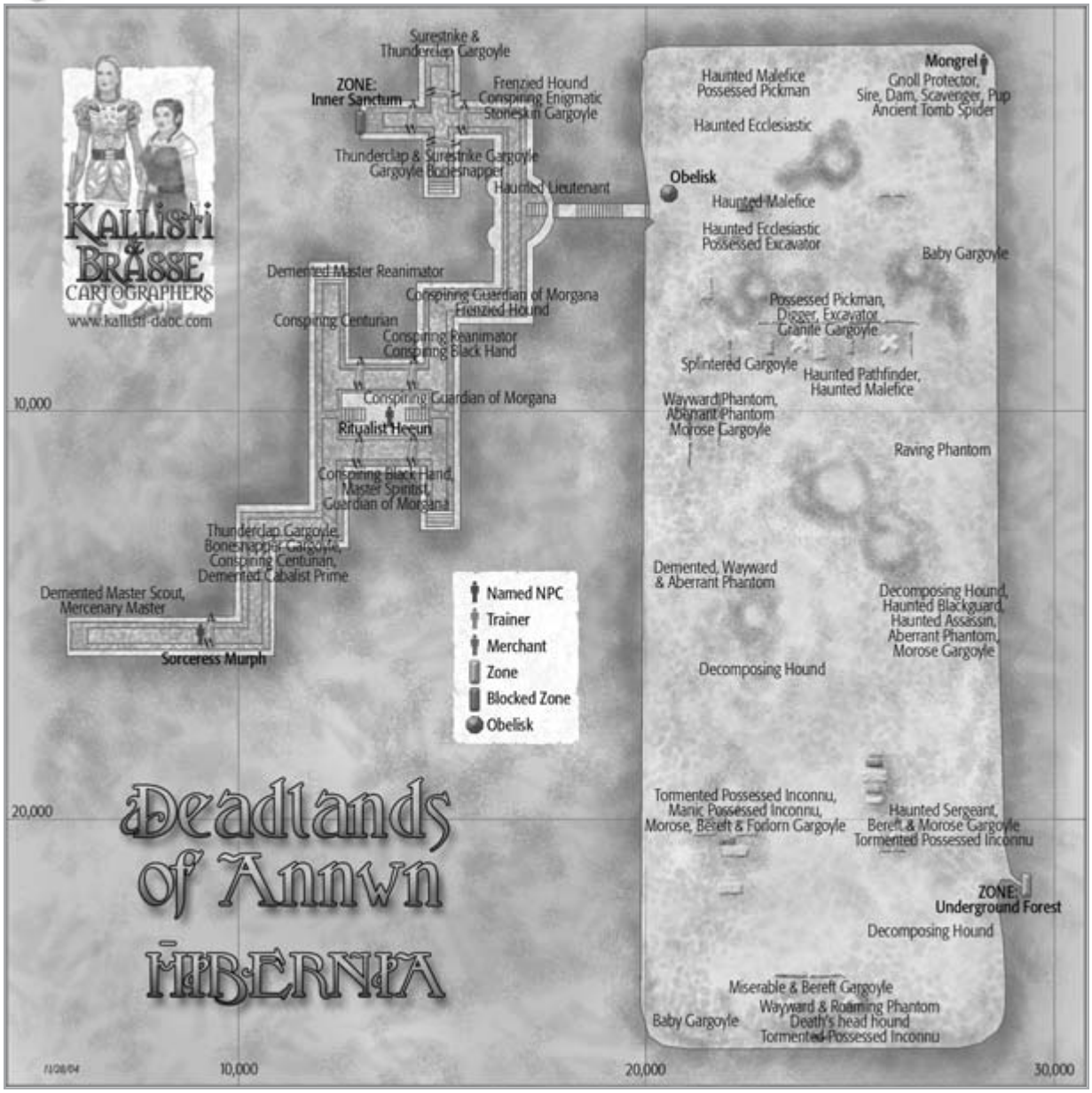
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Deadlands of Annwn

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
aberrant phantom	44	50	3.5	*	–	–
ancient tomb spider	48	75	3.6	S	–	–
baby gargoyle	40	65	3.5	C/C	5%	–
bereft gargoyle	44	65	4.5	C/C	5%	–
Carrion	50–60	50	3.5	*	–	–
chipped gargoyle	50	65	4.5	C/C	5%	–
conspiring black hand	60	65	3.1	S/T	7%	Soc.
conspiring centurian	61	65	3.2	S/T	4%	Soc.
conspiring enigmatic	58	65	2.9	S/T	–	Soc.
conspiring guardian of morgana	59	65	3.1	S/T	–	Soc.
conspiring master spiritist	61	65	2.9	S/T	–	Soc.
conspiring reanimator	59	65	2.9	S/T	4%	Soc.
conspiring sentinel	58	65	3.3	S/T	4%	Soc.
Crahghk Thundermaw	45	65	3.2	S/T	1%	Soc.
crazed phantom	48	50	3.5	*	–	–
Dagaugis	44	65	3.1	S/T	4%	Soc.
death's head hound	50	65	3.0	S/T	10%	–
decomposing hound	46	65	2.5	S/T	5%	–
demented cabalist prime	64	65	2.9	S/T	4%	Soc.
demented dark knight	62	65	3.1	S/T	4%	Soc.
demented general	64	65	3.7	S/T	4%	Soc.
demented master infiltrator	63	65	2.9	S/T	7%	Soc.
demented master reanimator	62	65	2.9	S/T	–	Soc.
demented master scout	60,65	65	2.9	S/T	4%	Soc.
demented mercenary |master	63	65	2.9	S/T	4%	Soc.
demented phantom	46	50	3.5	*	–	–
demented sorcerer prime	65	65	2.9	S/T	4%	Soc.
forlorn gargoyle	42	65	2.5	C/C	5%	–
frenzied hound	60	65	2.9	S/T	5%	Soc.
gargoyle bonesnapper	60	65	2.9	S/T	5%	Soc.
gargoyle hunter	45,50	65	5.5	C/C	5%	–
ghostly wisp	44	50	3.5	*	–	–
gnoll dam	50	99	2.7	S/S	3%	–
gnoll forager	52	99	2.7	S/S	3%	–
gnoll protector	52	99	2.7	S/S	3%	–
gnoll pup	48	50	2.7	S/S	3%	–
gnoll scavenger	52	99	2.7	S/S	3%	–
gnoll sire	51	99	2.7	S/S	3%	–
granite gargoyle	50	65	5.5	C/C	5%	–
haunted assassin	48	65	2.9	T/*	5%	–
haunted blackguard	49	65	2.9	T/T	4%	–
haunted ecclesiastic	50	65	2.9	T/T	4%	–
haunted lieutenant	55	65	3.4	S/T	4%	Soc.
haunted malefice	50	65	2.9	C/C	4%	–
haunted pathfinder	50	65	2.9	T/T	4%	–
haunted sergeant	46	65	2.9	S/S	4%	–
Knell	52	65	3.0	S/T	10%	–
manic possessed inconnu	44	–	3.5	C	–	–
Manicom	52	65	2.9	T/T	4%	–
miserable gargoyle	42	65	3.5	C/C	5%	–
Mongrel	55	99	2.7	S/S	3%	–
morose gargoyle	44	65	5.5	C/C	5%	–
phantom wisp	40	50	3.5	*	–	–
possessed archaeologist	48	65	2.9	T/*	15%	Soc.
possessed digger	50	65	2.9	T/*	15%	Soc.
possessed excavator	49	65	2.9	T/*	15%	Soc.
possessed pickman	50	65	2.9	T/*	15%	Soc.
raving phantom	46	50	3.5	*	–	–
Ritualist Heeun	65	100	4.2	C	–	–
roaming phantom	42	50	3.5	*	–	–
rock gargoyle	48	65	3.5	C/C	5%	–
Sorceress Murph	65	65	2.9	S/T	4%	Soc.
splintered gargoyle	48	65	2.5	C/C	5%	–
stoneskin gargoyle	57	65	2.9	S/T	5%	Soc.
surestrike gargoyle	65	65	2.9	S/T	5%	Soc.
thunderclap gargoyle	63	65	2.9	S/T	5%	Soc.
tortmented possessed inconnu	42	–	3.5	C	–	–
tortured possessed inconnu	42	–	3.5	C	–	–
wandering phantom	42	50	3.5	*	–	–
Warlord Klomal	70	99	3.2	S/T	–	Soc.
wayward phantom	44	50	3.5	*	–	–
Winged Terror	60	65	4.2	S/T	5%	Call
wraith wisp	46	50	3.5	*	–	–



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The Frontlines

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Cerra	55	–	1.0	S	–	–
Charn	47	30	3.2	S/S	15%	Soc.
crazed deceptor	48	65	2.9	S/T	2%	Soc.
crazed elder	50	65	2.9	S/T	2%	Soc.
crazed general	50	65	2.9	S/T	15%	Soc.
crazed huntsman	49	65	2.9	S/T	2%	Soc.
crazed marauder	46	65	2.9	S/T	5%	Soc.
crazed monitor of ymir	47	65	2.9	S/T	2%	Soc.
crazed runemancer	49	65	2.9	S/T	2%	Soc.
crazed savage warrior	48	65	2.9	S/T	2%	Soc.
crazed spiritmancer	46	65	2.9	S/T	2%	Soc.
crazed tale-spinner	47	65	2.9	S/T	2%	Soc.
fanatical fist of Kelgor	63	65	3.2	S/T	5%	Soc.
fanatical hand of Bragi	64	65	2.9	S/T	5%	Soc.
fanatical hand of Hel	65	65	2.9	S/T	5%	Soc.
fanatical hand of Loki	62	65	2.5	S/T	5%	Soc.
fanatical hand of Odin	63	65	2.9	S/T	5%	Soc.
fanatical hand of Skadi	62	65	3.1	S/T	5%	Soc.
fanatical hand of Tyr	65	65	3.7	S/T	5%	Soc.
fanatical hand of Ymir	64	65	2.9	S/T	5%	Soc.
fanatical tribal chieftain	63	65	2.9	S/T	5%	Soc.

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MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Gelvin the Mad	68	65	3.7	S/T	15%	Soc.
maniacal bonemage	62	65	2.9	S/T	5%	Soc.
maniacal lord of Sagas	59	65	3.1	S/T	5%	Soc.
maniacal master of prey	61	65	2.7	S/T	5%	Soc.
maniacal protector of Kelgor	60	65	2.7	S/T	5%	Soc.
maniacal runic adept	61	65	2.9	S/T	5%	Soc.
maniacal shadow master	60	65	2.6	S/T	5%	Soc.
maniacal shamanic visionary	59	65	2.9	S/T	5%	Soc.
maniacal spiritist adept	58	65	2.9	S/T	5%	Soc.
maniacal warmonger	58	65	3.2	S/T	5%	Soc.

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Narg the Insane	60	65	2.9	C/C	5%	Soc.
Numsi	50	65	2.9	S/T	2%	Soc.
outcast blackmane seer	45	30	4.5	C	–	Soc.
outcast blackmane skulker	45	30	2.5	T/T	5%	Soc.
outcast bloodmoon brute	46	30	3.2	S	–	Soc.
outcast bloodmoon shaman	46	30	3.5	C	–	Soc.
outcast bloody axe archer	43	80	3.8	T	–	Soc.



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MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
outcast bloody axe brute	42	80	3.8	S	–	Soc.
outcast bloody axe healer	41	80	3.8	C	–	Soc.
outcast bloody axe scout	40	80	3.8	S	–	Soc.
outcast broken tusk howler	43	80	3.8	C	–	Soc.
outcast broken tusk mage	41	80	3.8	*	–	–
outcast broken tusk shaman	42	80	3.8	C	–	Soc.
outcast broken tusk thief	40	80	4.8	S	10%	Soc.
outcast green blud archer	43	30	2.5	T/S	5%	Soc.
outcast green blud warrior	43	30	2.5	S/T	5%	Soc.
outcast scratchfoot doomsayer	44	30	4.5	C	–	Soc.
outcast scratchfoot howler	44	30	5.2	S	–	Soc.
Possessive Spirit	70	–	3.8	*/*	–	Soc.
savage hound	58	65	2.9	S/T	5%	Soc.
Silzaua	50	–	3.0	S	–	–
Vumsi	52	65	2.9	S/T	2%	Soc.
Zogg	44	80	4.8	S/T	15%	Soc.

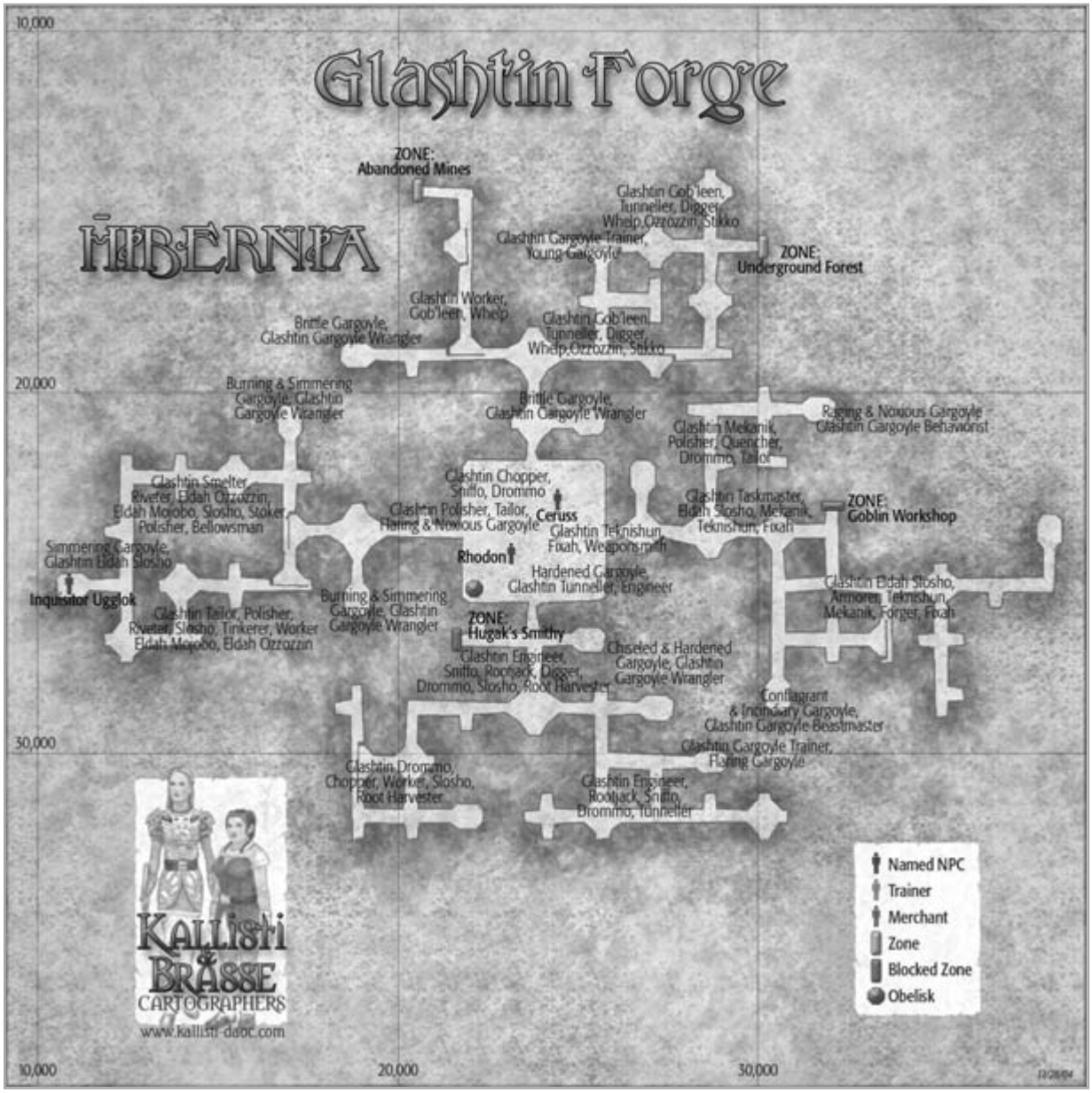
Glashtin Forge

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
animated hammer	38	100	4.6	C/C	5%	–
blazing gargoyle	30	99	4.2	*/*	–	Soc.
Boss Wuggak	40	99	3.2	S/S	3%	–
brittle gargoyle	16	99	4.2	*/*	–	Soc.
burning gargoyle	26	99	4.2	*/*	–	Soc.
Ceruss	38	30	4.2	C	–	Soc.
chiseled gargoyle	22	99	4.2	*/*	–	Soc.
conflagrant gargoyle	36	99	4.2	*/*	–	Soc.
fiery gargoyle	26	99	4.2	*/*	–	Soc.
flaring gargoyle	24	99	4.2	*/*	–	Soc.
glashtin armorer	34	5	3.2	C/*	–	–
glashtin artisan	36	5	3.2	C/*	–	–
glashtin bellowsman	26	5	3.2	T/C	–	–
glashtin chopper	24	5	3.2	S/*	–	–
glashtin digger	20	5	3.2	T/*	–	–
glashtin drommo	23	99	3.2	S/S	3%	–
glashtin eldah drommo	31	99	3.2	S/S	3%	–
glashtin eldah mojobo	29	99	3.2	S/S	3%	–
glashtin eldah ozzozzin	29	99	3.2	S/S	5%	–
glashtin eldah slosho	33	99	3.2	S/S	3%	–
glashtin engineer	22	5	3.2	T/*	–	–
glashtin fixah	35	99	3.2	S/S	3%	–
glashtin forger	34	5	3.2	C/*	–	–
glashtin gargoyle beastmaster	34	99	3.2	S/S	3%	–
glashtin gargoyle behaviorist	24,30	99	3.2	S/S	3%	–
glashtin gargoyle trainer	18–26	99	3.2	S/S	3%	–
glashtin gargoyle wrangler	16–26	99	3.2	S/S	3%	–
glashtin gob'teen	17	99	3.2	S/S	3%	–
glashtin hammerer	32	5	3.2	C/*	–	–
glashtin lil'gob	15	5	3.2	S/S	3%	–
glashtin master artisan	39,42	5	3.2	C/*	–	–
glashtin master craftsman	42	5	3.2	C/*	–	–
glashtin master metal worker	42	5	3.2	C/*	–	–
glashtin master smith	39	5	3.2	C/*	–	–
glashtin mekanik	33	99	3.2	S/S	3%	–
glashtin mojobo	21	99	3.2	S/S	3%	–
glashtin odolt'gob	21	99	3.2	S/S	3%	–
glashtin ozzozzin	19	99	3.2	S/S	3%	–
glashtin polisher	30	99	3.2	S/S	3%	–
glashtin quencher	32	5	3.2	C/*	–	–
glashtin repairman	27	99	3.2	S/S	3%	–
glashtin riveter	28	5	3.2	T/*	–	–
glashtin root harvester	24	5	3.2	S/*	–	–
glashtin rootjack	22	5	3.2	S/*	–	–
glashtin slosho	25	99	3.2	S/S	3%	–
glashtin smelter	28	5	3.2	T/*	–	–
glashtin sniffo	23	99	3.2	S/S	3%	–
glashtin stikko	19	99	3.2	S/S	3%	–
glashtin stoker	26	5	3.2	T/*	–	–
glashtin tailor	30	5	3.2	T/*	–	–
glashtin taskmaster	31	99	3.2	S/S	3%	–
glashtin teknishun	35	99	3.2	S/S	3%	–
glashtin tinkerer	27	99	3.2	S/S	3%	–
glashtin tunneller	20	5	3.2	S/*	–	–
glashtin weaponsmith	36	5	3.2	C/*	–	–
glashtin whelp	17	99	3.2	S/S	3%	–
glashtin worker	15	–	3.2	S/S	3%	–
glashtin worker	25	99	3.2	S/S	3%	–
hardened gargoyle	20	99	4.2	*/*	5%	Soc.
incendiary gargoyle	36	99	4.2	*/*	–	Soc.
Inquisitor Ugglok	34	–	3.2	S/S	3%	–
noxious gargoyle	32	99	4.2	*/*	–	Soc.
Overlord Kator	44	99	3.2	C/*	3%	–

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MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
raging gargoyle	32	99	4.2	*/*	–	Soc.
Rhodon	38	30	4.2	C	–	–
simmering gargoyle	28	99	4.2	*/*	10%	Soc.

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
steam cloud	42	25	3.5	*/*	–	–
young gargoyle	18	99	4.2	*/*	–	Soc.



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The Otherworld

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Aethugda	25	99	2.0	S/S	–	–
Bonebreaker	26	50	3.4	S	–	Soc.
Cally	48	512	1.0	S	–	–
Druid Fallene	50	–	3.5	C	–	–
frenzied augur	39	50	3.4	S	–	Soc.
frenzied champion	40	50	3.4	S	5%	Soc.
frenzied fallen knight	38	50	3.4	S	–	Soc.
frenzied guardian	37	50	3.4	S	–	Soc.
frenzied magus	40	50	3.4	S	–	Soc.
frenzied marauder	39	50	3.4	S	5%	Soc.
frenzied ravager	38	50	3.4	S	5%	Soc.
frenzied soul renderer	37	50	3.4	S	–	Soc.
Gargantuan Thallooniagh	36	99	5.5	C	–	–
Joral	28	50	3.4	S	–	Soc.
Kalathorn	35	–	3.0	S	–	–
Kardarak	24	50	3.4	S	–	Soc.
Lieutenant Kymber	50	100	1.0	S	–	–
living earth	21	100	3.0	*	–	Soc.
maniacal bully	28	50	3.4	S	–	Soc.
maniacal fighter	27	50	3.4	S	–	Soc.
maniacal footpoad	27	50	3.4	S	5%	Soc.
maniacal honor guard	20	50	3.4	S	–	Soc.
maniacal mender	29	50	3.4	S	–	Soc.
maniacal prophet	29	50	3.4	S	–	Soc.
maniacal pugilist	31	50	3.4	S	–	Soc.
maniacal spellbinder	30	50	3.4	S	–	Soc.
maniacal squire	31	50	3.4	S	5%	Soc.
maniacal squire guard	31	99	3.4	S	5%	Soc.
maniacal visionary	28	50	3.4	S	–	Soc.
Mygda	50	99	1.0	C	–	–
Nightshade Aengus	50	–	3.5	T/T	–	–
Nightshade Brogan	50	–	3.5	T/T	–	–
Nightshade Eilis	50	–	3.5	T/T	–	–
outcast strong fist grunt	25	99	3.3	S	–	–
outcast strong fist lurker	27	99	4.3	T	–	–
outcast strong fist priest	29	99	3.8	C	–	–
outcast strong fist protector	28	99	3.6	S/T	4%	–
outcast strong fist seer	26	99	3.8	C	–	–
Outcast Thallooniagh Attendant	24	75	5.2	S/S	–	Soc.
outcast thallooniagh brawler	20	30	3.2	S	–	Soc.
outcast thallooniagh brute	23	30	5.2	S	–	Soc.
outcast thallooniagh channeler	18	30	4.5	C	–	Soc.
outcast thallooniagh earth caller	24	30	4.5	C	–	Soc.
outcast thallooniagh packmaster	24	30	3.5	C	–	Soc.
outcast thallooniagh rogue	21	30	2.5	T/T	5%	Soc.
outcast thallooniagh seer	22	30	3.5	C	–	Soc.
outcast thallooniagh shaman	18	30	3.5	C	–	Soc.
outcast thallooniagh slinkfoot	17	30	2.5	T/T	5%	Soc.
outcast thallooniagh taskmaster	19	30	5.2	C	–	Soc.
outcast thallooniagh warlock	21	30	4.5	C	–	Soc.
outcast thallooniagh witch doctor	22	30	4.5	C	–	Soc.
Ranger Pakric	50	100	3.5	T/T	–	–
raving auspex	36	50	3.4	S	–	Soc.
raving battle dancer	35	50	3.4	S	5%	Soc.
raving conjurerer	33	50	3.4	S	–	Soc.
raving conjurerer guard	33	99	3.4	S	–	Soc.
raving crier	34	50	3.4	S	5%	Soc.
raving diviner	32	50	3.4	S	–	Soc.
raving evocator	34	50	3.4	S	–	Soc.
raving gladiator	35	50	3.4	S	–	Soc.
raving militia-man	32	50	3.4	S	–	Soc.
raving scrapper	33	50	3.4	S	–	Soc.
Researcher Talsia	40	–	1.0	S	–	–
Sentry Aiazle	50	100	3.5	S	–	–
Sentry Weonard	28	100	2.0	S/S	4%	–
Shaman Garals	21	30	3.5	C	–	Soc.
Strong Fist Ambassador	30	99	3.8	C	1%	Soc.
Strong Fist Ambassador Spirit	30	99	3.8	C	3%	Soc.
The High Earth Caller	27	75	4.5	C	–	Soc.
The Mad Sybil	44	25	3.4	C	2%	Soc.
Voice of Madness	39	50	3.4	S	10%	Soc.
Wanderer Caroddyna	50	–	3.0	S	–	–

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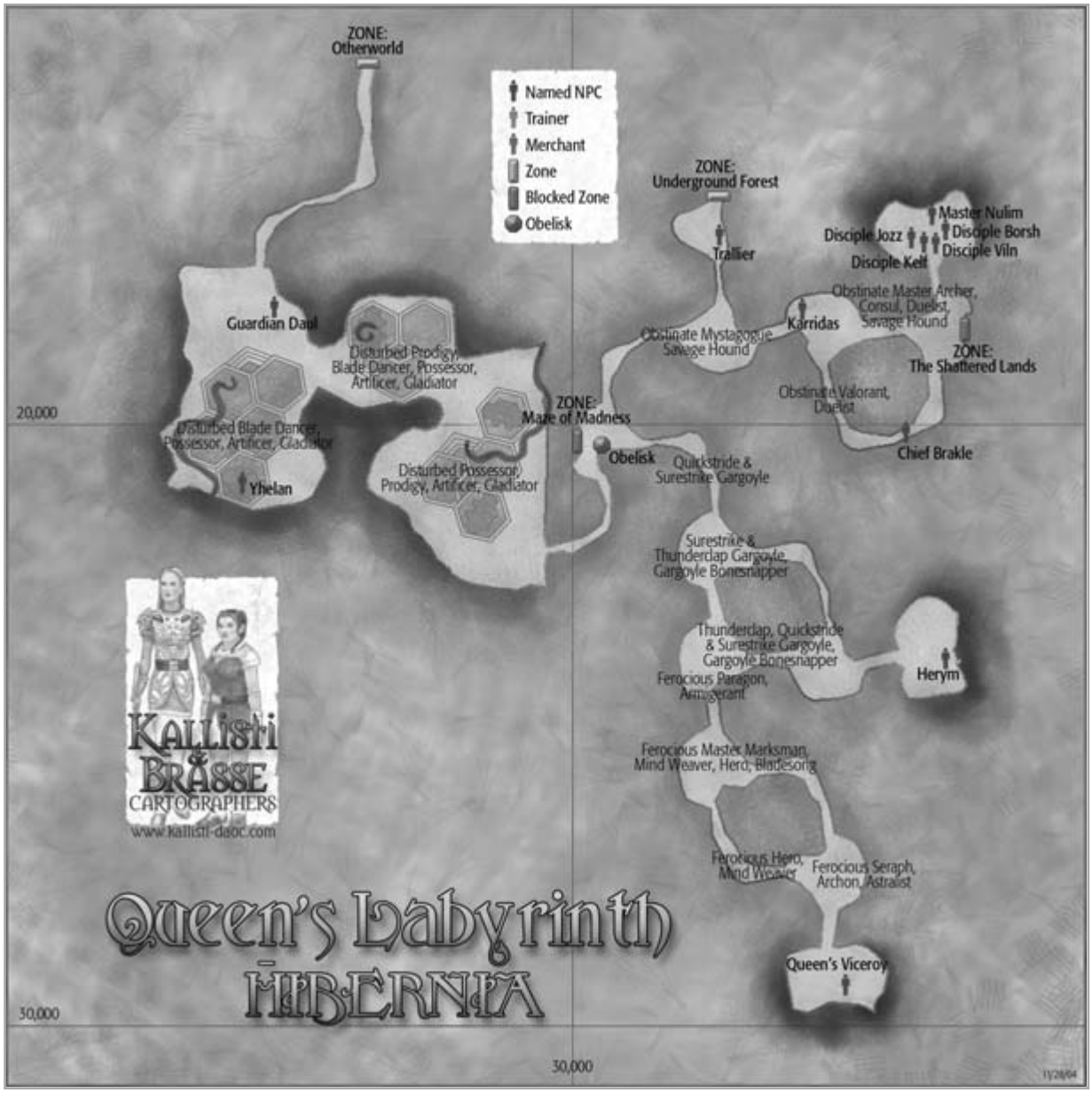
The Queen's Labyrinth

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Alaktrin	44	65	3.5	S/T	1%	–
Altonoyn	37	65	3.5	S/T	1%	–
Chef Brakle	45	–	3.5	S/T	1%	–
Disciple Borsh	39	65	3.5	S/T	10%	Soc.
Disciple Jozz	39	65	3.5	S/T	–	Soc.
Disciple Kelf	39	65	3.5	S/T	1%	Soc.
Disciple Viln	39	65	3.5	S/T	1%	Soc.
disturbed artificer	34	65	3.5	S/T	1%	Soc.
disturbed blade dancer	31	65	3.5	S/T	1%	Soc.
disturbed gladiator	32	65	3.5	S/T	1%	Soc.
disturbed possessor	35	65	3.5	S/T	1%	Soc.
disturbed prodigy	33	65	3.5	S/T	1%	Soc.
ferocious archon	53	65	3.5	S/T	1%	Soc.
ferocious armigerant	46	65	3.5	S/T	1%	Soc.
ferocious astralist	55	65	3.5	S/T	1%	Soc.
ferocious bladesong	51	65	3.5	S/T	1%	Soc.
ferocious hero	48	65	3.5	S/T	1%	Soc.
ferocious master marksman	49	65	3.5	S/T	1%	Soc.
ferocious master ranger	54	65	3.5	S/T	1%	Soc.
ferocious mind weaver	50	65	3.5	S/T	1%	Soc.

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MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
ferocious paragon	47	65	3.5	S/T	1%	Soc.
ferocious seraph	52	65	3.5	S/T	1%	Soc.
forest emissary	33,35	–	3.5	T/S	10%	Soc.
frenzied hound	40	65	2.9	S/T	5%	Soc.
gargoyle bonesnapper	43	65	2.9	S/T	5%	Soc.
Gymyr	41	65	3.5	S/T	1%	Soc.
Herym	48	99	2.9	S/T	5%	Soc.
Herym's Kin	45	–	7.5	S/T	5%	–
Karridas	44	65	3.5	S/T	1%	Soc.
Karridas's Soul	44	–	3.5	S/T	1%	Soc.
Master Nulim	42	65	3.5	S/T	–	Soc.
obstinate consul	38	65	3.5	S/T	1%	Soc.

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
obstinate duelist	39	65	3.5	S/T	1%	Soc.
obstinate master archer	37	65	3.5	S/T	1%	Soc.
obstinate mystagogue	36	65	3.5	S/T	1%	Soc.
obstinate valorant	40	65	3.5	S/T	1%	Soc.
Queen's Viceroy	56	65	3.5	S/T	1%	Soc.
quickstride gargoyle	41	65	2.9	S/T	5%	Soc.
savage hound	35	65	2.9	S/T	5%	Soc.
stoneskin gargoyle	42	65	2.9	S/T	5%	Soc.
surestrike gargoyle	45	65	2.9	S/T	5%	Soc.
thunderclap gargoyle	44	65	2.9	S/T	5%	Soc.
Trallier	35	–	3.5	T/S	10%	–
Yhelan	37	65	3.5	S/T	5%	Soc.



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Shar Labyrinth

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Addrecin	50	–	3.0	S	–	–
Aethinzan	50	–	3.0	S	–	–
Analas	50	–	3.0	S	–	–
Avasa	70	–	4.2	S	–	–
Ballina	70	–	4.2	S	–	–
Belazil	50	–	3.0	S	–	–
Bleown	50	–	3.0	S	–	–
Blynnyn	40	–	1.0	C	–	–
Brezala	50	–	3.0	S	–	–
Burniss	50	–	1.0	S	–	–
Caraegda	50	–	3.0	S	–	–
Caraer	50	–	3.0	S	–	–
Carydd	50	–	3.0	S	–	–
Celora	50	–	3.0	S	–	–
Colma	70	–	4.2	S	–	–
Cyzgen	40	–	1.0	C	–	–
Daellyne	40	–	1.0	C	–	–
Dailliana the Magical	50	–	3.0	S	–	–
Da'nae Myst	50	–	3.0	S	–	–
Duccan	50	–	3.0	S	–	–
Ealga	15	–	3.5	S	–	–
Gaezan	50	–	3.0	S	–	–
Gedry	40	–	1.0	C	–	–
Glor	50	–	1.0	S	–	–
Gwaellyn	40	–	1.0	C	–	–
Jennyna Varraent	50	–	3.0	S	–	–
Labyrinth Sentry	50	100	3.0	S	–	–
Laenry	40	–	1.0	C	–	–
Leogda	50	–	3.0	S	–	–



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MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Leznden	40	–	1.0	C	–	–
Manyci	40	–	1.0	C	–	–
Marane	50	–	3.0	S	–	–
Mozza	50	–	3.0	S	–	–
Mychael	50	–	3.0	S	–	–
Navan	70	–	4.2	S	–	–
Nithraz	50	–	3.0	S	–	–
Phelen	70	–	4.2	S	–	–
Quynlin	70	–	4.2	S	–	–
Rannen	50	–	3.0	S	–	–
Rhanyz	50	–	3.0	S	–	–
Rhedden	50	–	3.0	S	–	–
Rhenze	50	–	3.0	*	–	–
Rhiron	50	–	3.0	S	–	–
Roran	50	–	3.0	S	–	–
Rourke	70	–	4.2	S	–	–
Saegda	40	–	1.0	C	–	–
Sedd	50	–	3.0	S	–	–
Sentry Aled	50	100	3.0	S	–	Soc.
Sentry Annis	50	100	3.0	S	–	–
Sentry Celiza	50	100	3.0	S	–	–
Sentry Conell	50	100	3.0	S	–	Soc.
Sentry Ena	50	100	3.0	S	–	–
Sentry Galya	50	100	3.0	S	–	–
Sentry Keranzi	50	100	3.0	S	–	Soc.
Sentry Lirit	50	100	3.0	S	–	–
Sentry Loic	50	100	3.0	S	–	Soc.
Sentry Melosa	50	100	3.0	S	–	–
Sentry Oryn	50	100	3.0	S	–	Soc.
Sentry Tobiten	50	100	3.0	S	–	Soc.
Sidry	40	–	1.0	C	–	–
Sinyce	50	–	3.0	S	–	–
Symirra	50	–	3.0	S	–	–
Tacyn	40	–	1.0	C	–	–
Taddyn	50	–	3.0	S	–	–
Taeryne	50	–	3.0	S	–	–
Tellyn	50	–	3.0	*	–	–
Teogda	50	–	3.0	S	–	–
Tiddny	50	–	3.0	S	–	–
Togda	50	–	2.0	S/S	4%	–
Tymirre	50	–	3.0	S	–	–
Vamyra	50	–	3.0	S	–	–
Vollyn	50	–	3.0	S	–	–
Vyranne	50	–	3.0	S	–	–
Wanderer Taemyr	50	–	3.0	S	–	–

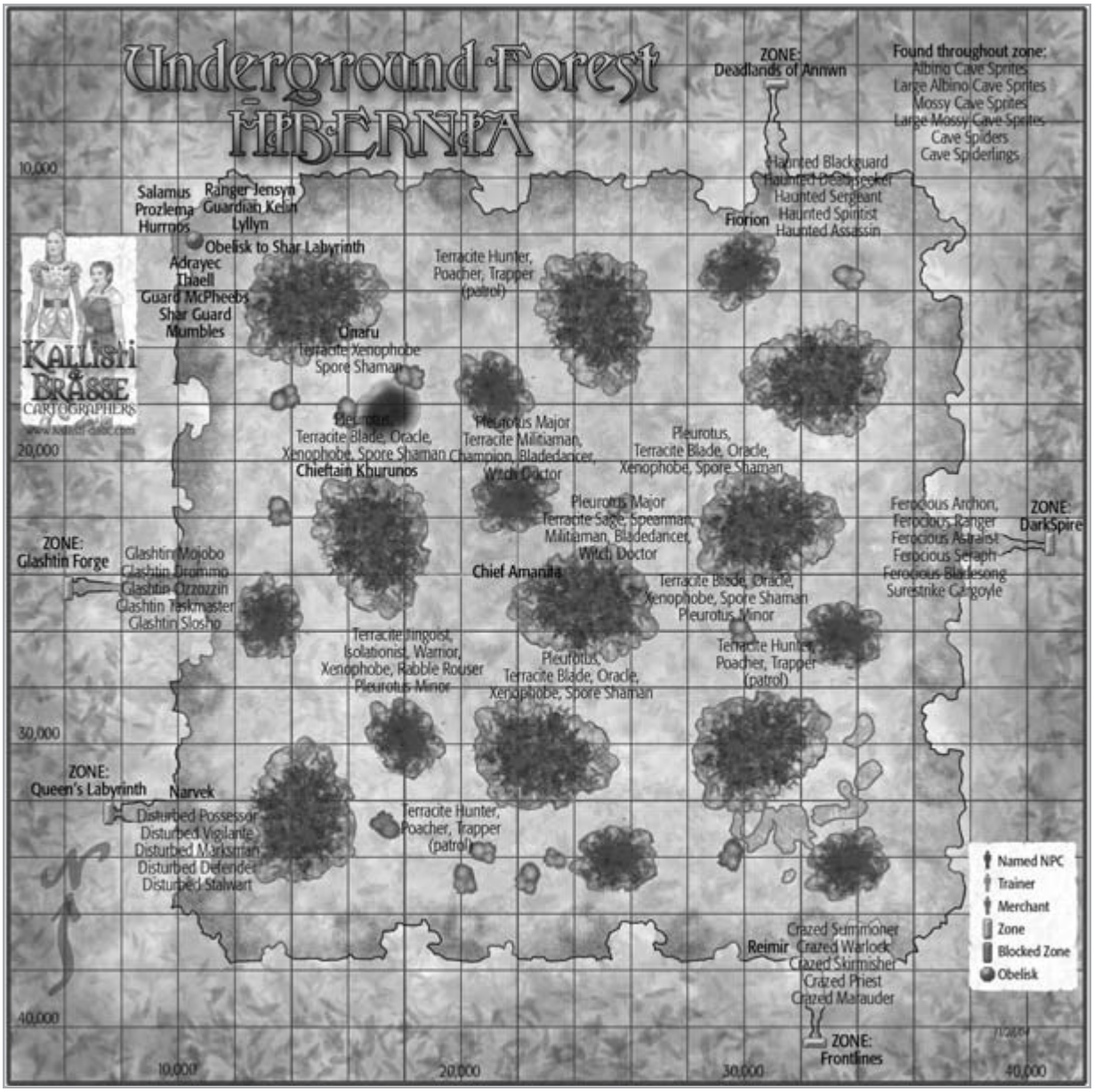
Underground Forest

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Adrayec	65	100	3.0	S	–	Call
albino cave sprite	35	–	3.5	T/S	5%	Soc.
albino cave sprite	40	–	3.5	T/S	10%	Soc.
albino cave spriteling	30	–	3.5	T/S	5%	Soc.
bloated cave spider	48	75	3.6	S	–	Soc.
cave spider	40	75	3.6	S	–	Soc.
cave spider hatchling	30	75	3.6	S	–	Soc.
cave spiderling	35	75	3.6	S	–	Soc.
Chief Amanita	55	99	2.9	T/*	4%	Soc.
Chieftan Khurunos	45	65	2.9	T/T	8%	Soc.
crazed marauder	35	65	2.9	S/T	5%	Soc.
crazed priest	34	65	2.9	S/T	2%	Soc.
crazed skirmisher	33	65	2.9	S/T	2%	Soc.
crazed summoner	33	65	2.9	S/T	2%	Soc.
crazed warlock	34	65	2.9	S/T	2%	Soc.
Cuideag	55	99	3.6	*/*	15%	–
Darvez	34	65	3.5	S/T	1%	Soc.
disturbed defender	34	65	3.5	S/T	5%	Soc.
disturbed marksman	34	65	3.5	S/T	1%	Soc.
disturbed possessor	35	65	3.5	S/T	5%	Soc.
disturbed stalwart	33	65	3.5	S/T	5%	Soc.
disturbed vigilante	33	65	3.5	S/T	5%	Soc.
ferocious archon	51	65	3.5	S/T	1%	Soc.
ferocious astralist	52	65	3.5	S/T	1%	Soc.
ferocious bladesong	50	65	3.5	S/T	1%	Soc.
ferocious master ranger	51	65	3.5	S/T	1%	Soc.
ferocious seraph	50	65	3.5	S/T	1%	Soc.
Fiorion	37	–	2.5	S/T	5%	Soc.
fungal minion	45	–	3.4	*/S	–	Soc.
glashtin drommo	34	99	3.2	S/S	3%	Soc.
glashtin mojobo	33	99	3.2	S/S	3%	Soc.
glashtin ozzozzin	33	99	3.2	S/*	10%	Soc.
glashtin slosho	35	99	3.2	S/S	3%	Soc.
glashtin taskmaster	34	99	3.2	S/S	10%	Soc.
Guard MacPheebs	50	100	3.0	S	–	Soc.
Gweown	50	–	3.0	S	–	–
haunted assassin	34	65	2.9	S/T	7%	Soc.
haunted blackguard	34	65	2.5	S/T	4%	Soc.
haunted deathseeker	35	65	2.9	S/T	–	Soc.
haunted sergeant	33	65	3.4	S/T	4%	Soc.
haunted spiritist	33	65	2.9	S/T	–	Soc.
Hurrnos	65	–	3.0	S	–	Call
Krunorus	50	99	2.9	T/*	4%	Soc.
Krunorus' fungal remains	45	99	3.4	*/S	–	Soc.
large albino cave sprite	45	25	3.5	T/S	10%	Soc.
large cave spider	43	75	3.6	S	–	Soc.
large mossy cave sprite	45	25	3.5	T/S	10%	Soc.
Lyllyn	37	99	2.0	S/S	–	–

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MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
mossy cave sprite	37	–	3.5	T/S	5%	Soc.
mossy cave sprite	40	–	3.5	T/S	10%	Soc.
mossy cave spriteling	30	–	3.5	T/S	5%	Soc.
Mumbles	55	99	3.5	–	–	–
Narvek	39	65	3.5	S/T	1%	Soc.
Onaru	44	100	2.9	T/T	4%	Soc.
pleurotus	45	99	3.4	*/S	–	–
pleurotus major	50	99	3.4	*/S	–	–
pleurotus minor	35,40	99	3.4	*/S	–	–
Prozlena	50	–	3.5	C	–	–
Ranger Jensyn	50	100	3.5	T/T	–	–
Reimir	37	65	2.9	S/T	2%	Soc.

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Salamus	35	–	3.0	S	–	–
Sentry Owonvan	50	99	1.0	S	–	–
Shar Guard	50	100	1.0	S	–	–
surestrike gargoyle	50	65	2.9	S/T	5%	Soc.
terracite blade	46	99	2.9	T/S	4%	Soc.
terracite bladedancer	52	99	2.9	S/S	5%	Soc.
terracite champion	50	99	2.9	T/*	5%	Soc.
terracite hunter	48	99	2.9	S/S	4%	Soc.
terracite impaler	48	99	2.9	T/*	5%	Soc.
terracite isolationist	40	99	2.9	T/T	4%	Soc.
terracite jingoist	42	99	2.9	T/*	5%	Soc.
terracite militiaman	52	99	2.9	S/*	4%	Soc.



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MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
terracite oracle	46	99	2.9	T/*	4%	Soc.
terracite poacher	49	99	2.9	S/S	4%	Soc.
terracite rabble rouser	42	99	2.9	T/*	5%	Soc.
terracite sage	50	99	2.9	T/*	5%	Soc.
terracite sneak	37	55	3.2	T	5%	Soc.
terracite spearman	48	99	2.9	T/T	4%	Soc.
terracite spore shaman	44	99	2.9	T/*	4%	Soc.
terracite trapper	50	99	2.9	S/S	4%	Soc.
terracite warrior	40	99	2.9	T/T	4%	Soc.
terracite witch doctor	48	99	2.9	T/*	4%	Soc.
terracite xenophobe	44	99	2.9	T/T	4%	Soc.
Thaell	65	100	3.0	S	–	Call
undead ally	32	99	3.0	S/*	–	Soc.
Wanderer Rheoryn	50	–	3.0	S	–	–

Veil Rift

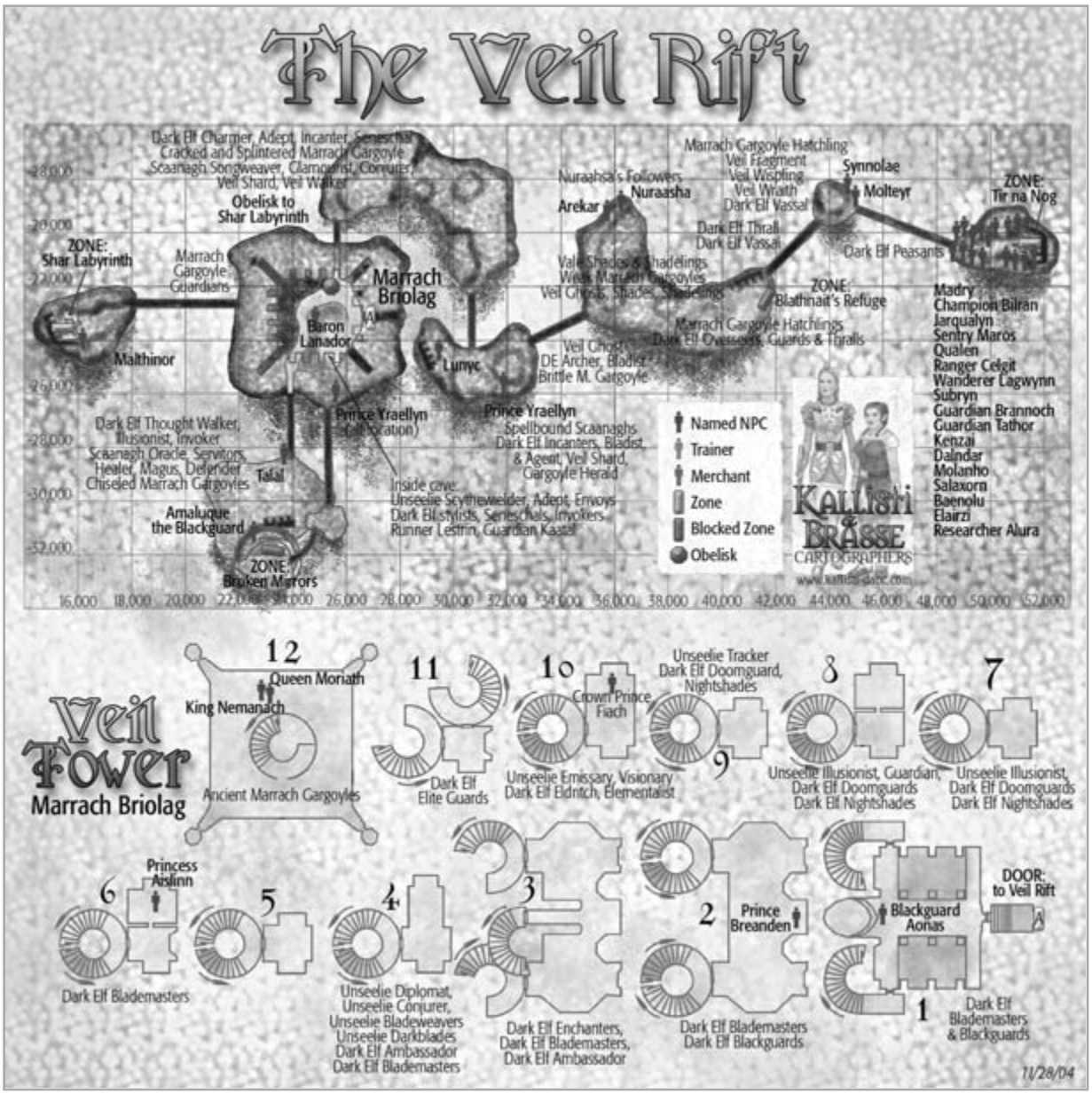
MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Amaluque the Blackguard	17	80	3.8	S/T	10%	–
ancient marrach gargoyle	25	99	4.2	C/C	10%	–
Baenolu	6	99	2.0	S/S	–	–
Baron Lanador	12	50	3.8	S/T	10%	Soc.
Blackguard Aonas	17	99	3.8	S/T	10%	Soc.
brittle marrach gargoyle	5	–	4.2	C/C	–	Soc.
Champion Bliran	50	99	3.2	S	5%	–
chiseled marrach gargoyle	12	99	4.2	C/C	–	Soc.
cracked marrach gargoyle	8	–	4.2	C/C	–	Soc.
Crown Prince Fiach	22	80	3.8	S/T	20%	Soc.
Dalndar	35	–	3.0	S	–	–
dark elf adept	9	–	3.8	S/T	–	Soc.
Dark Elf Agent	7	40	3.8	S/T	10%	Soc.
dark elf ambassador	19	80	3.8	S/T	2%	Soc.
dark elf archer	5	–	3.8	S/T	–	Soc.
dark elf assassin	14	80	3.8	S/T	5%	Soc.
dark elf blackguard	17	80	3.8	S/T	5%	Soc.
dark elf blademaster	18,20	80	3.8	S/T	5%	Soc.
dark elf bladist	6	–	3.8	S/T	–	Soc.
dark elf charmer	8	–	3.8	S/T	–	Soc.
dark elf doomguard	20	80	3.8	S/T	10%	Soc.
dark elf eldritch	22	80	3.8	S/T	–	Soc.
dark elf elite guard	23	80	3.8	S/T	10%	Soc.
dark elf enchanter	19	80	3.8	S/T	–	Soc.
dark elf guard	4	–	3.8	S/T	–	Soc.
dark elf illusionist	13	80	3.8	S/T	–	Soc.
dark elf incanter	7	–	3.8	S/T	–	Soc.
dark elf invoker	12	80	3.8	S/T	–	Soc.

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
dark elf mentalist	21	80	3.8	S/T	–	Soc.
dark elf nightshade	20	80	3.8	S/T	5%	Soc.
dark elf overseer	3	–	3.8	S/T	–	Soc.
Dark Elf Page	10	–	3.8	S/T	–	Soc.
dark elf peasant	0	–	3.8	S/T	–	Soc.
dark elf seneschal	11	–	3.8	S/T	–	Soc.
dark elf stylist	11	80	3.8	S/T	4%	Soc.
dark elf subject	10	–	3.8	S/T	10%	–
dark elf thought walker	15	80	3.8	S/T	–	Soc.
dark elf thrall	2	–	3.8	S/T	–	Soc.
dark elf vassal	1	–	3.8	S/T	–	Soc.
dark elf veilwalker	10	–	3.8	S/T	–	Soc.
Elairzi	2	–	3.0	–	–	–
fragmented marrach gargoyle	6	–	4.2	C/C	–	Soc.
Gargoyle Herald	12	–	4.2	C/C	–	Soc.
Izzafein the Bladist	6	–	3.8	S/T	–	–
Jarqualyn	15	–	3.8	C	–	–
Kenzai	50	–	3.0	S	–	–
King Nemanach	25	80	3.8	S/T	10%	Soc.
Lunyc	15	–	2.0	S/S	4%	–
Madry	50	99	3.2	S	5%	–
Malthinor	35	–	3.0	S	–	–
marrach gargoyle guardian	15	99	4.2	C/C	2%	–
marrach gargoyle hatchling	0,1	–	4.2	C/C	–	–
Molanoho	35	–	1.0	S	–	–
Nuraasha	3	90	3.0	*	–	–
Nuraasha's follower	3–5	90	3.0	*	–	–
Prince Breandan	19	99	4.8	S/T	15%	Soc.
Prince Yraellyn	10	–	3.8	S/T	10%	–
Princess Aislinn	21	80	3.8	S/T	–	Soc.
Qalen	50	–	3.0	S	–	–
Queen Moriath	25	80	3.8	S/T	5%	Soc.
Ranger Celgit	50	99	3.2	S	–	–
Researcher Alura	40	100	1.0	S	–	–
Salaxorn	35	–	3.0	S	–	–
scaanagh	8	–	3.8	*/*	–	–
scaanagh blade weaver	10	–	3.8	*/*	2%	Soc.
scaanagh conjurer	9	–	3.8	*/*	–	Soc.
scaanagh darkshade	14	99	3.8	*/*	5%	Soc.
scaanagh defender	14	99	3.8	*/*	2%	Soc.
scaanagh glamourist	10	–	3.8	*/*	–	Soc.
scaanagh healer	13	99	3.8	*/*	–	Soc.
scaanagh magius	13	99	3.8	*/*	–	Soc.
scaanagh mind weaver	16	99	3.8	*/*	–	Soc.
scaanagh oracle	16	99	3.8	*/*	–	Soc.
scaanagh protector	15	99	3.8	*/*	2%	Soc.
scaanagh servitor	12	99	3.8	*/*	–	Soc.
scaanagh song weaver	9	–	3.8	*/*	–	Soc.

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MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Seneschal Ciaran S'gath	13	–	3.8	S/T	–	Soc.
Sentry Maros	12	100	3.5	S/C	–	–
spellbound scaanagh	4	–	3.8	*/*	–	Soc.
splintered marrach gargoyle	10	–	4.2	C/C	–	Soc.
Subryn	10	99	2.0	S/S	–	–
Synnelae	50	–	3.0	S	–	–
veil fragment	0	–	3.8	*/*	–	–
veil ghost	5	–	3.8	*/*	–	–

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
veil shade	4	–	3.8	*/*	–	–
veil shadeling	3	–	3.8	*/*	–	–
veil shard	7	–	3.8	*/*	–	–
veil wispling	1	–	3.8	*/*	–	–
veil wraith	2,3	–	3.0	*	–	–
Wanderer Lagwynn	50	–	3.0	S	–	–
weak marrach gargoyle	4	–	4.2	C/C	–	–
young marrach gargoyle	2	–	4.2	C/C	–	–



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Darkspire

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Aberta	70	–	2.0	S/C	5%	–
assassin of Gullveig	63	99	2.5	S/T	20%	Soc.
assassin of Morgana	63	99	2.5	S/T	20%	Soc.
assassin of Morrighan	63	99	2.5	S/T	20%	Soc.
Dother	65	100	3.5	C/S	–	–
Dian	70	99	3.5	–	–	–
blinding soldier of Morgana	63	99	3.7	S/S	15%	Soc.
bridgeguard of Morrighan	60	99	2.5	S/T	10%	Soc.
Captain-Commander Leyn	65	99	3.7	S	5%	Soc.
cave spider	41	75	3.6	S	–	–
crazed shar centurian	60	99	3.0	S/T	–	Soc.
crazed shar magician	60	99	3.0	S/T	–	Soc.
crazed shar shadow walker	60	99	3.0	S/T	5%	Soc.
crazed shar slave	60	99	3.0	S/T	–	Soc.
crazed shar spellweaver	60	99	3.0	S/T	–	Soc.
crazed shar warder	60	99	3.0	S/T	–	Soc.
crier of Gullveig	63	99	2.9	S/T	–	Soc.
crier of Morgana	63	99	2.9	S/T	–	Soc.
crier of Morrighan	63	99	2.9	S/T	–	Soc.
deranged kobold darkweaver	64	99	3.0	S/T	–	Soc.
deranged kobold footpad	64	99	3.0	S/T	5%	Soc.
deranged kobold mender	64	99	3.0	S/T	–	Soc.
deranged kobold spellweaver	64	99	3.0	S/T	–	Soc.
deranged kobold thief	64	99	3.0	S/T	5%	Soc.
deranged kobold warmonger	64	99	3.0	S/T	–	Soc.
deranged shar bloodletter	64	99	3.0	S/T	–	Soc.
deranged shar burglar	64	99	3.0	S/T	5%	Soc.
deranged shar cutpurse	64	99	3.0	S/T	5%	Soc.
deranged shar swordsinger	64	99	3.0	S/T	–	Soc.
deranged shar wizard	64	99	3.0	S/T	–	Soc.
Dub	65	99	3.2	C	15%	Soc.
enslaved saboteur	60	–	2.5	S/T	–	Soc.
ensorcelled trasmuter	60	99	2.9	S/T	–	Soc.
fallen knight of Gullveig	63	99	2.9	S/T	–	Soc.
fallen knight of Morgana	63	99	2.9	S/T	–	Soc.
fallen knight of Morrighan	63	99	2.9	S/T	–	Soc.
frenzied soldier of Gullveig	63	99	3.7	S/S	15%	Soc.
frenzied soldier of Morrighan	63	99	3.7	S/S	15%	Soc.
Gullveig	65	99	3.2	–	–	Soc.
Gwion Bach	65	99	3.8	S/S	–	–
insane shar backstabber	62	99	3.0	S/T	5%	Soc.
insane shar conjurer	62	99	3.0	S/T	–	Soc.
insane shar hospitaler	62	99	3.0	S/T	–	Soc.
insane shar myrmidon	62	99	3.0	S/T	–	Soc.
insane shar pickpocket	62	99	3.0	S/T	5%	Soc.
insane shar sage	62	99	3.0	S/T	–	Soc.
Knightsguard Valen	65	99	2.9	S/T	–	Soc.
mad shar fighter	58	99	3.0	S/T	–	Soc.
mad shar footman	58	99	3.0	S/T	–	Soc.
mad shar lieutenant	58	99	3.0	S/T	–	Soc.
mad shar priest	58	99	3.0	S/T	–	Soc.
mad shar slinker	58	99	3.0	S/T	5%	Soc.
mad shar thaumaturge	58	99	3.0	S/T	–	Soc.
Magi Nhuli	65	99	2.5	C/C	10%	Soc.
magi of Gullveig	63	99	2.9	S/T	–	Soc.
magi of Morgana	63	99	2.9	S/T	–	Soc.
magi of Morrighan	63	99	2.9	S/T	–	Soc.
marauder of Gullveig	63	99	3.7	S/T	5%	Soc.
marauder of Morgana	63	99	3.7	S/T	5%	Soc.
marauder of Morrighan	63	99	3.7	S/T	5%	Soc.
mender of Morrighan	60	–	2.9	S/T	–	Soc.
Morgana	65	99	3.2	–	–	Soc.
Morrighan	65	75	3.2	C	–	Soc.
mystic of Gullveig	63	99	2.9	S/T	–	Soc.
mystic of Morrighan	63	99	2.9	S/T	–	Soc.
pet of Morrighan	50	99	2.9	–	–	Soc.
Piastra	65	99	4.5	T	–	–
possessed runner	60	–	3.7	S	5%	Soc.
prophet of Gullveig	63	99	2.9	S/T	5%	Soc.
prophet of Morgana	63	99	2.9	S/T	5%	Soc.
prophet of Morrighan	63	99	2.9	S/T	5%	Soc.
ravager of Gullveig	63	99	3.2	S/T	10%	Soc.
ravager of Morgana	63	99	3.2	S/T	10%	Soc.
ravager of Morrighan	63	99	3.2	S/T	10%	Soc.
ritualist of Gullveig	63	99	2.9	S/T	–	Soc.
ritualist of Morgana	63	99	2.9	S/T	–	Soc.
ritualist of Morrighan	63	99	2.9	S/T	–	Soc.
scout of Morrighan	63	99	2.5	S/T	10%	Soc.
seer of Morrighan	63	99	2.9	S/T	–	Soc.
siren of Morrighan	63	99	2.9	S/T	–	Soc.
Trapmaster Hoglas	65	99	2.5	S/T	20%	Soc.
Valen's sentry	60	–	2.9	S/T	–	Soc.

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New Frontiers Zones

Forest Sauvage

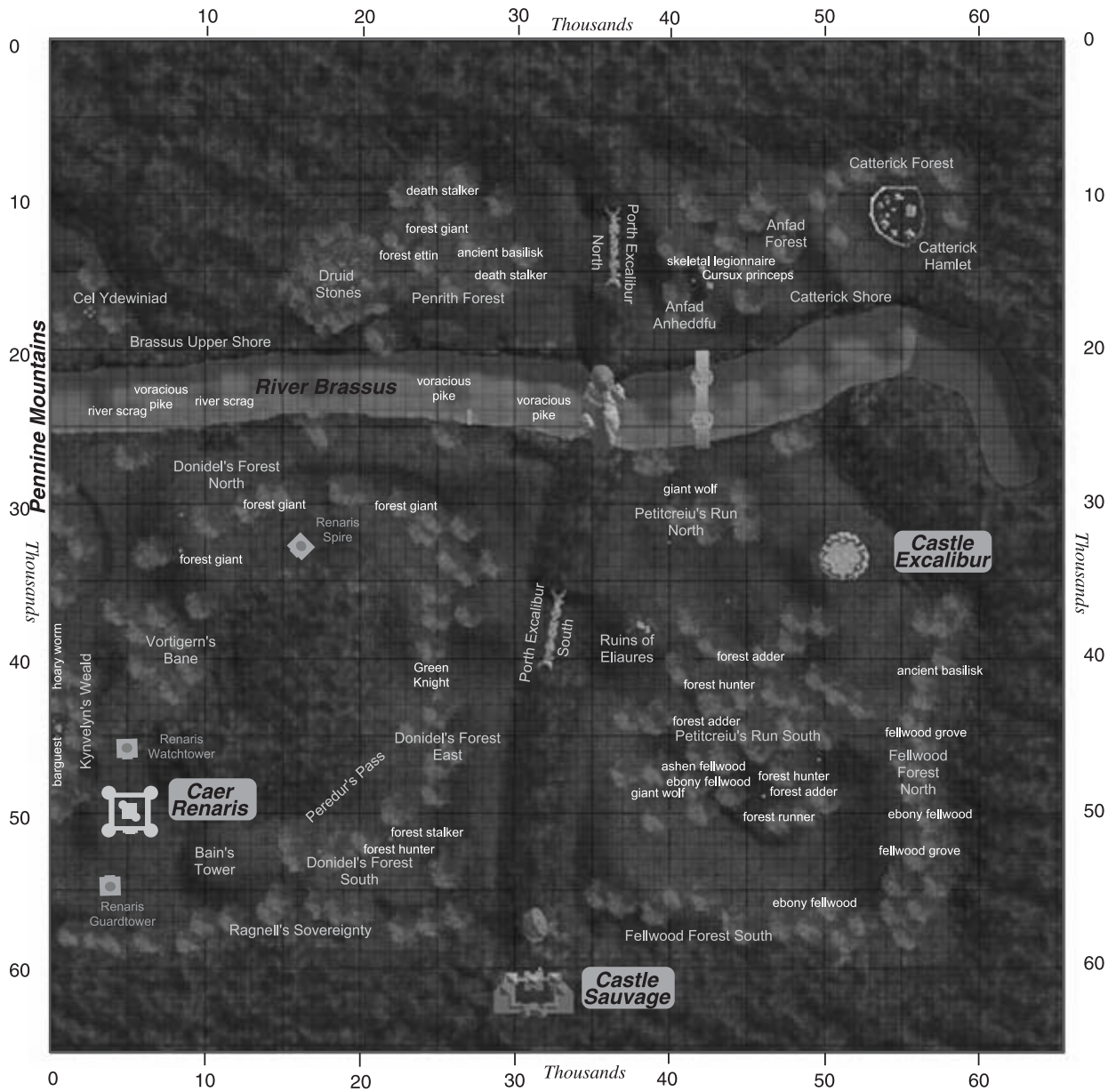
MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Aleire	59	–	3.0	S/T	–	Call
ancient basilisk	21	50	3.1	T	–	–
Armsman	65	100	2.0	S/S	4%	Call

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
ashen fellwood	16,17	50	3.4	C	–	Soc.
Asher	57	–	3.0	C	–	Call
aspen fellwood	23	50	4.3	C	–	Soc.
black poplar fellwood	26	50	4.3	C	–	Soc.
black willow fellwood	20	50	3.8	C	–	Soc.
Broecia	16	70	3.4	S	–	Call
Bryony	56	–	3.0	T/S	–	Call
Cleric	65	–	2.0	S/S	4%	Call
Conran	58	–	3.0	C	–	Call
Cursiux princeps	24	70	3.4	T	–	Soc.
Cynwal	56	–	3.0	C	–	Call
Dacion	60	–	3.0	S	–	Call

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MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Daryush	57	–	3.0	S/T	–	Call
death stalker	16,17	30	3.4	S	–	–
Devrin	56	–	3.0	C	–	Call
Dockmistress of Forest Sauvage	50	–	3.0	S	–	–
downy fellwood	24	50	4.3	C	–	Soc.
Drucill	60	–	3.0	C	–	Call
ebony fellwood	13,14	50	3.7	C	–	Soc.
Elswyth	60	–	3.0	C	–	Call
Emery	57	–	3.0	S/T	–	Call
Fallen Druid Seer	18	90	4.0	C/S	–	–
Fenella	56	–	3.0	S	–	Call

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Fenton	60	–	3.0	C	–	Call
forest adder	16,17	50	3.4	T	2%	–
forest ettin	12–16	80	3.8	C	–	Call
forest giant	18–21	99	4.0	C	–	–
forest grazer calf	1	–	3.8	C	–	–
forest hunter	21–24	–	2.9	S	3%	Soc.
forest messenger	15	–	3.5	S	–	Soc.
forest runner	20	–	3.5	T	–	Soc.
forest stalker	27	–	2.9	T	4%	Soc.
Gailen	56	–	3.0	S/T	–	Call
giant wolf	15–17	75	3.5	S	–	–
Gisla	60	–	3.0	S/C	–	Call



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MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
gold oaken fellwood	33	50	4.3	C	–	Soc.
Green Knight	76	–	3.0	S/S	–	Call
Heleas	56	–	3.0	C	–	Call
hornbeam fellwood	27	50	4.3	C	–	Soc.
Iona	56	–	3.0	C	–	Call
Isham	57	–	3.0	C	–	Call
Jaslynn	57	–	3.0	C	–	Call
Jeric	59	–	3.0	C	–	Call
large rock bounder	45,46	90	3.5	S/S	3%	Soc.
lesser sylvanshade	1	–	3.8	S	–	–
lifeless cleric	65	100	3.8	C	4%	Soc.
lifeless commander	65	99	3.8	S/S	–	Soc.
lifeless guard	60	99	3.5	T/S	2%	Soc.
lifeless mercenary	63,65	99	3.5	T/S	8%	Soc.
lifeless scout	65	50	3.5	S/S	5%	Soc.
lifeless senior guard	60	99	3.5	T/S	2%	Soc.
Lord Theno	72	99	3.5	T/S	–	Soc.
Lorian	59	–	3.0	S/T	–	Call
Lucian	59	–	3.0	S/T	–	Call
lunger	1	–	3.7	C	–	–
Maraya	59	–	3.0	T/S	–	Call
master hunter	33	–	2.7	S	6%	Soc.
Master Maldin	60	–	4.0	C	–	–
Mayew	57	–	3.0	S/T	–	Call
Mylecent	58	–	3.0	S/T	–	Call
Nathara	57	–	3.0	S/C	–	Call
Nethan	58	–	3.0	S/T	–	Call
oaken fellwood	18	50	3.2	C	–	Soc.
Olvan	58	–	3.0	S/T	–	Call
Orabelle	57	–	3.0	C	–	Call
Osgar	59	–	3.0	T/S	–	Call
Penrith	56	–	3.0	C	–	Call
Pypa	60	–	3.0	S/T	–	Call
rainbow sprite	32–36	20	4.0	*	2%	Call
river scrag	32	70	4.0	C/S	–	–
Rob Ria	40	–	1.0	S	–	Soc.
Ruric	60	–	3.0	C	–	Call
sapphire simulacrum	14	–	3.2	S	–	–
Saracen Tracker	55	99	3.2	T/T	5%	–
Scout	65	100	2.0	S/S	4%	Soc.
Searu	56	–	3.0	T/S	–	Call
silver oaken fellwood	31	50	4.3	C	–	Soc.
Sindyl	58	–	3.0	S/T	–	Call
Slaireff	44	65	4.1	T/S	–	–
small rock bounder	22,23	1	3.6	S/S	3%	Soc.
small skeletal centurion	17	70	3.4	T/S	–	Soc.
small skeletal legionnaire	14	50	3.8	S/S	–	Soc.
Tamberlyn	57	–	3.0	C	–	Call
Tavia	60	–	3.0	C	–	Call
Teryn	59	–	3.0	S/T	–	Call
Tomkin	59	–	3.0	T/S	–	Call
Udele	58	–	3.0	S/T	–	Call
Valdin	60	–	3.0	C	–	Call
voracious pike	28,30	10	3.1	T/S	–	–
Voralia	50	–	3.0	S	–	–
white willow fellwood	21	50	4.3	C	–	Soc.
Wizard	65	100	2.0	S/S	4%	–
Wyligby	57	–	3.0	S	–	Call
Xaain	60	–	3.0	C	–	Call
young forest runner	10	–	4.0	S	–	Soc.
Zander	58	–	3.0	T/S	–	Call

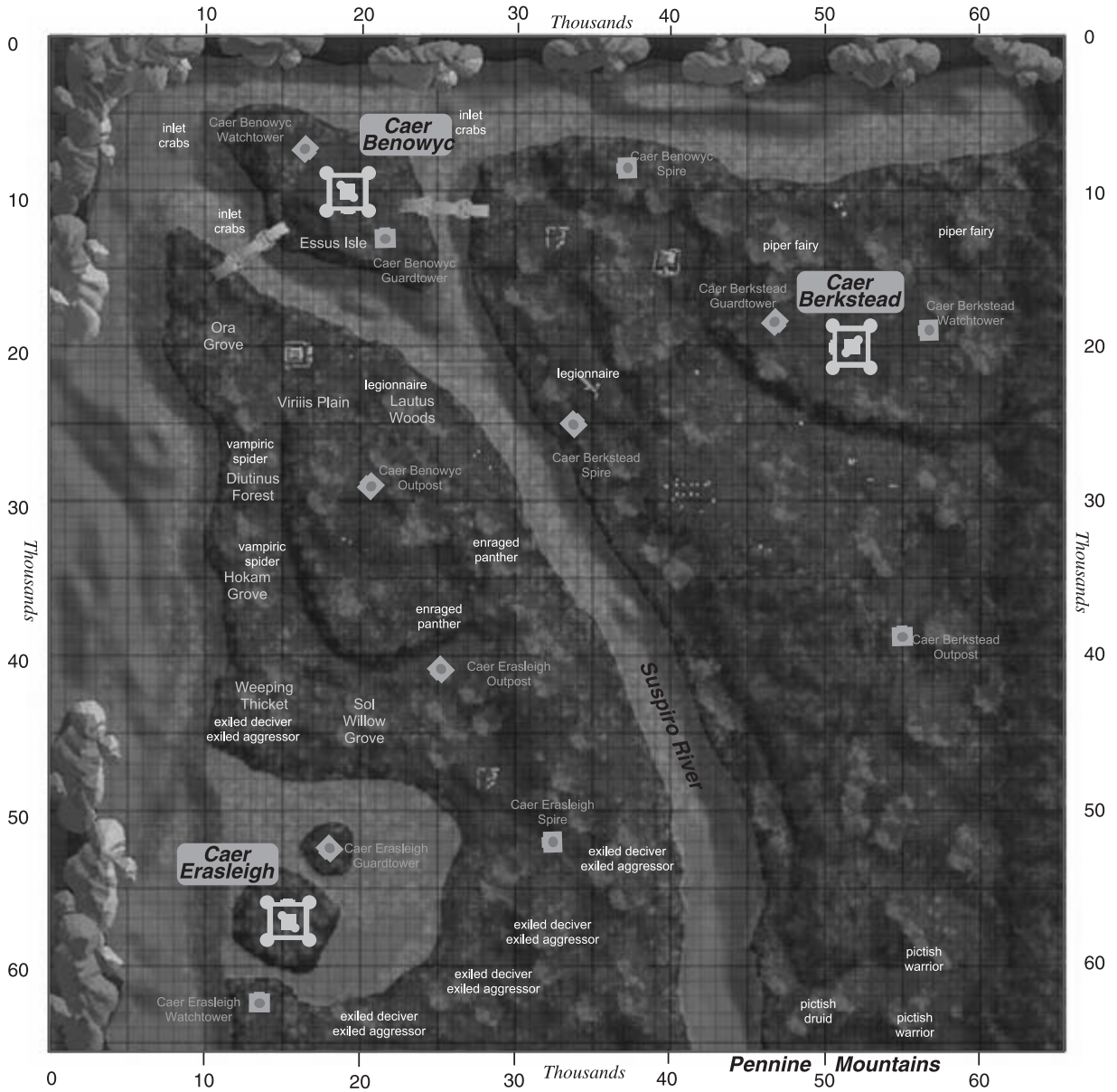
Hadrian's Wall

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
angry bwca	47	70	3.5	C	–	–
Anne Fhitich	60	30	3.0	S	–	Soc.
boggart	47	–	3.8	S/S	–	Call
cait sidhe	48–56	30	3.0	S	–	Soc.
cave fairy	40–46	30	3.8	C	–	Soc.
Ceriallen	40	50	3.6	S/T	4%	Soc.
chaotic guardian	60	100	3.0	*	5%	–
chaotic guardian	61	100	3.8	*	5%	–
chaotic wizard	63,65	100	3.8	*/*	–	–
chattering skeleton	32	–	3.8	S/S	–	–
Coventina	70	30	3.0	S	–	Soc.
Dockmaster of Hadrian's Wall	50	–	3.0	S	–	–
enraged panther	35	60	3.8	S	–	–
Evian Fhitich	59	30	3.0	S	–	Soc.
exiled aggressor	33	30	3.0	S	–	Call
exiled captain	34	30	3.0	S	–	Call
exiled commander	35	30	3.0	S	–	Call
exiled deceiver	33	30	3.0	S	–	Call
exiled hunter	33	30	3.0	S	–	Call
Fasius Previlus	42	30	3.0	S	–	Soc.
General Etron	72	100	6.0	C/C	10%	Soc.
Guardian Dalyell	72	100	3.0	*/*	10%	–
inlet crab	38,40	–	3.3	S/S	–	–
isolationist mercenary	46	20	3.3	S/S	2%	Call
isolationist scout	47	20	3.3	T/T	4%	Call
isolationist sorcerer	46	20	4.0	C/S	–	Call
legionnaire	30–36	30	3.0	S	–	Soc.
Legionnaire Commander	42	30	3.0	S	–	Soc.
Lord Arson	72	99	4.2	C/S	10%	–
Master Kaldaran	60	–	4.0	C	–	–
Miles Heberman	50	30	3.0	S	–	Soc.
miserable zombie	28–32	1	4.0	S/S	–	–

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MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Pictish druid	40	30	4.0	C	–	Soc.
Pictish druid	42	30	4.0	S	–	Soc.
Pictish warrior	40	30	3.7	S/S	–	Soc.
Pictish warrior	42	30	3.0	S	–	Soc.
Pictish warrior	44	30	3.7	S	–	Soc.
piper fairy	52–56	30	3.6	C	–	Soc.
possessed avalonian	65	100	3.8	C	–	–
possessed briton	65	100	3.8	S/S	5%	–
possessed highlander	65	100	3.8	S/S	5%	–
possessed saracen	65	100	2.7	S/S	4%	–
Priestess	40,44	–	4.0	C	–	Soc.
rock giant guard	60	100	5.0	C	3%	Soc.

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
rock giant guard	61	100	3.8	C	3%	Soc.
rock giant pet	60	100	2.6	C/C	5%	Soc.
rock giant shaman	65	100	3.8	C/C	5%	Soc.
rock giant wizard	63,65	100	3.8	C	1%	Soc.
Saracen Tracker	55	99	3.2	T/T	5%	–
Templar	50	30	3.2	S/S	–	Soc.
Templar	52,54	30	3.2	S	–	Soc.
tormented cleric	65	99	4.2	C/S	–	–
tormented guard	60,61	99	3.0	S/S	2%	Soc.
tormented knight	63	50	3.5	S/S	2%	Soc.



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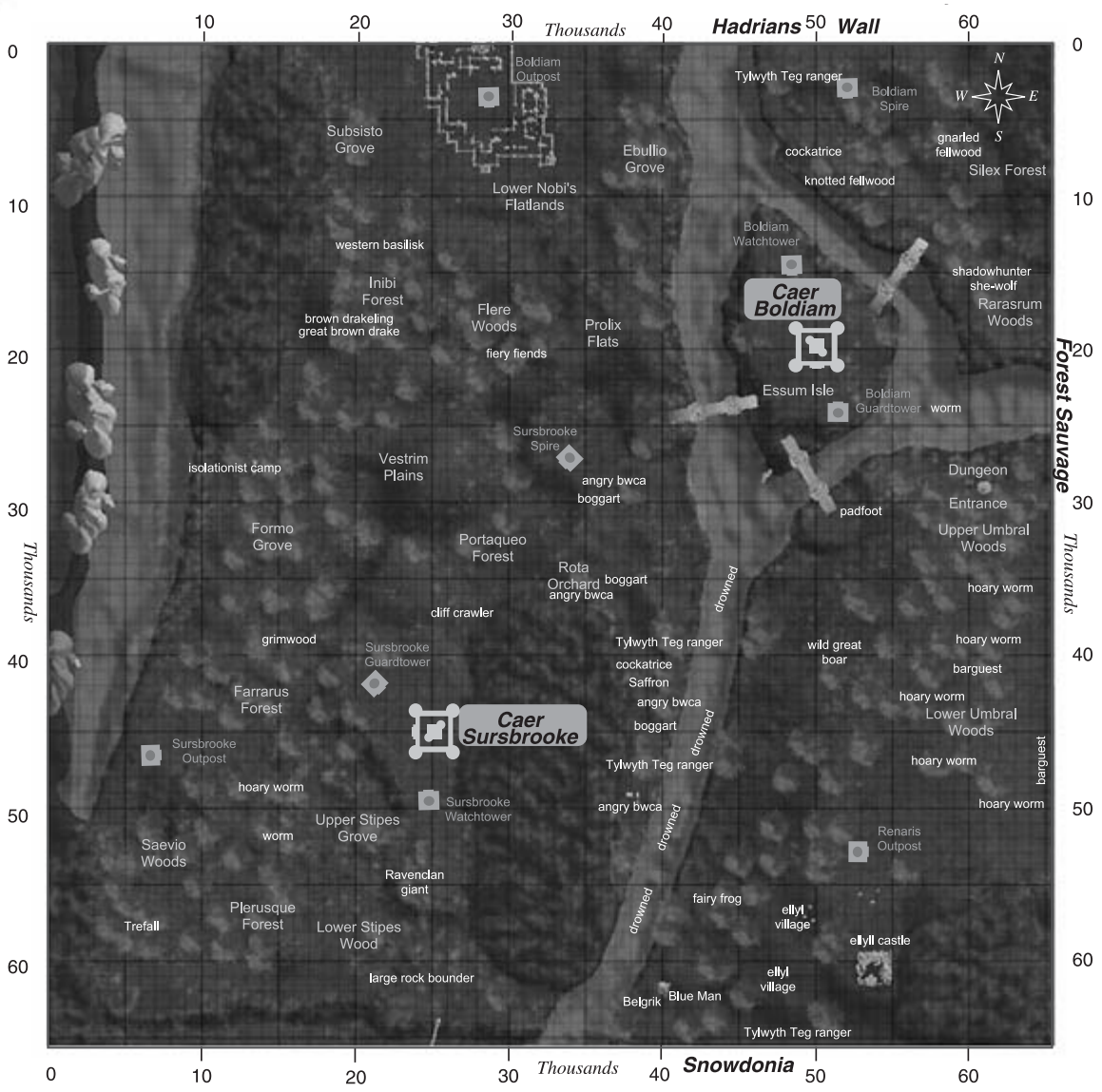
MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
tormented knight commander	65	99	3.5	S/S	2%	Soc.
tormented scout	65	50	2.6	S/S	5%	Soc.
vampiric spider	40	5	3.5	C	–	–
wild great boar	45	–	3.8	S/S	–	–

Pennine Mountains

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Albion scout	25	–	3.8	S	–	Call
angry bwca	45–47	70	3.5	C	–	–
Arawn Commander	55	–	4.2	C/S	–	–
barguest	57,58	40	3.5	T/S	1%	Soc.
Belgrik	51	70	4.1	C/C	–	Call
Blue Man	53	90	4.5	C/S	–	–
boggart	45–47	–	3.8	S/S	–	Call
brown drakeling	34	–	3.8	S/S	–	Call
cait sidhe	50	30	3.0	S	–	Soc.
Captain Balfol	72	99	3.5	S/S	2%	Soc.
Captain Frilof	72	100	4.2	C/C	10%	Soc.
cliff crawler	42–45	–	3.7	T/S	–	Call
cockatrice	42,43	99	3.3	T/S	–	–
cyclops bouncer	65	100	5.0	C/C	5%	Soc.
cyclops guard	60,61	100	3.8	C	3%	Soc.
cyclops mage	63,65	100	3.8	C	–	Soc.
cyclops warder	65	100	3.8	C	4%	Soc.
Dash	39,40	50	3.8	C/S	–	–
Delfina	47	50	3.6	S/S	4%	Call
Dockmistress of Pennine Mtns	50	–	3.0	S	–	–
Draco Magnificens	61	80	3.9	C/S	–	Soc.
drowned	30	80	4.0	C/S	–	–
Ellyll champion	54,57	90	3.3	S/S	–	Call
Ellyll froglord	51,54	90	3.3	S/S	2%	Call
Ellyll guard	49,51	90	3.4	S/S	2%	Call
Ellyll hero	57	90	3.3	S/S	–	Soc.
Ellyll sage	53	90	4.0	C/S	–	Call
Ellyll seer	59	90	4.0	C/S	–	Soc.
Ellyll villager	45	40	3.9	C/S	–	Call
Ellyll windchaser	47,50	90	3.9	C/S	5%	Call
faerie frog	28,30	–	4.0	C/S	–	–
fiery fiend	41–43	80	3.8	S/S	–	–
freybug	35–38	–	3.8	S/S	1%	–
gnarled fellwood	45–49	50	4.1	C/C	–	Call
goblin berserker	65	99	3.5	T/S	2%	Soc.
goblin guard	61	99	3.2	S/S	10%	Soc.
goblin healer	65	99	4.2	S/S	–	Soc.
goblin pet	65	100	2.0	S/S	5%	Soc.
goblin wizard	63,65	99	2.6	C/S	–	Soc.

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
great boar	42,43	–	3.8	S/S	–	–
great brown drake	55–59	70	3.9	C/S	–	Soc.
grimwood	46–50	70	4.2	C/C	–	Soc.
grimwood keeper	43–47	70	3.5	S/S	–	Call
Gristle	61	40	3.5	T/S	1%	Soc.
gytrash	35–38	50	3.8	C/S	–	–
Hawthorn	53	70	4.2	C/C	–	Soc.
hoary worm	53–55	40	3.9	C/S	–	–
Hwch Ddu Gota	55	50	3.3	S/S	–	–
isolationist armsman	47	20	3.3	S/S	–	Call
isolationist cleric	46	20	3.7	C/S	–	Call
isolationist courier	46	20	3.3	S/S	2%	Call
isolationist mercenary	46	20	3.3	S/S	2%	Call
isolationist paladin	48	20	3.3	S/S	–	Call
isolationist scout	47	20	3.3	T/T	4%	Call
isolationist sorcerer	46	20	4.0	C/S	–	Call
isolationist wizardess	47	20	4.0	C/S	–	Call
knotted fellwood	43–46	30	4.0	C/C	–	Call
Lady Sarval	60	–	3.0	S	–	–
large rock bounder	45,46	90	3.5	S/S	3%	Soc.
Lord Elidyn	59	90	3.3	S/S	–	Call
mountain grim	35–39	70	3.8	S/S	–	–
padfoot	51–54	50	3.6	T/S	–	–
ravenclan giant	50,51	70	4.1	C/C	–	Call
Saffron	45	99	3.8	T/S	–	–
Saracen Tracker	55	99	3.2	T/T	5%	–
shadowhunter	39,41	70	3.5	T/T	4%	Call
shadowhunter she-wolf	42,43	70	3.5	T/T	4%	Call
Sockburn Worm	59	80	3.9	C/S	–	–
Treefall	49	70	3.5	S/S	–	Call
Tylwyth Teg huntress	43,45	50	3.6	S/S	4%	Call
Tylwyth Teg ranger	46,47	50	3.5	S/S	4%	Call
Tylwyth Teg rover	41,42	50	3.7	S/S	4%	Call
undead armswoman	31	15	4.4	S	–	Soc.
undead cleric	31	90	3.7	C/S	–	Soc.
undead mercenary lieutenant	31	75	3.3	S/S	2%	Soc.
undead monk	29,30	20	3.8	S	–	Soc.
undead paladin	31	100	2.0	S/S	4%	Soc.
undead paladin lieutenant	31	65	2.0	S/S	4%	Soc.
western basilisk	49,50	40	3.8	T/S	–	–
wild great boar	45,46	–	3.8	S/S	–	–
worm	39–42	–	3.8	C/S	–	–
young brown drake	47	50	3.8	S/S	–	Call

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Snowdonia

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Adwr	50	99	3.3	S	–	Call
Albdrect	60	–	3.0	C	–	Call
Alindra	57	–	3.2	S/S	5%	Call
angry bwca	45–47	70	3.5	C	–	–
Arawnite Assassin	28	–	2.0	S/S	4%	Call
Arawnite headhunter	36,38	90	3.6	T/S	–	Call
Arawnite shamaness	34,35	90	4.0	C/S	–	Call
Arawnite warrior	34,35	90	3.7	S/S	–	Soc.
Armsman	65	100	2.0	S/S	4%	Call
Blacktooth	45	70	3.5	T/T	4%	Call
Brenainn	56	–	3.0	S/T	–	Call
Broiwen	60	–	3.0	C	–	–

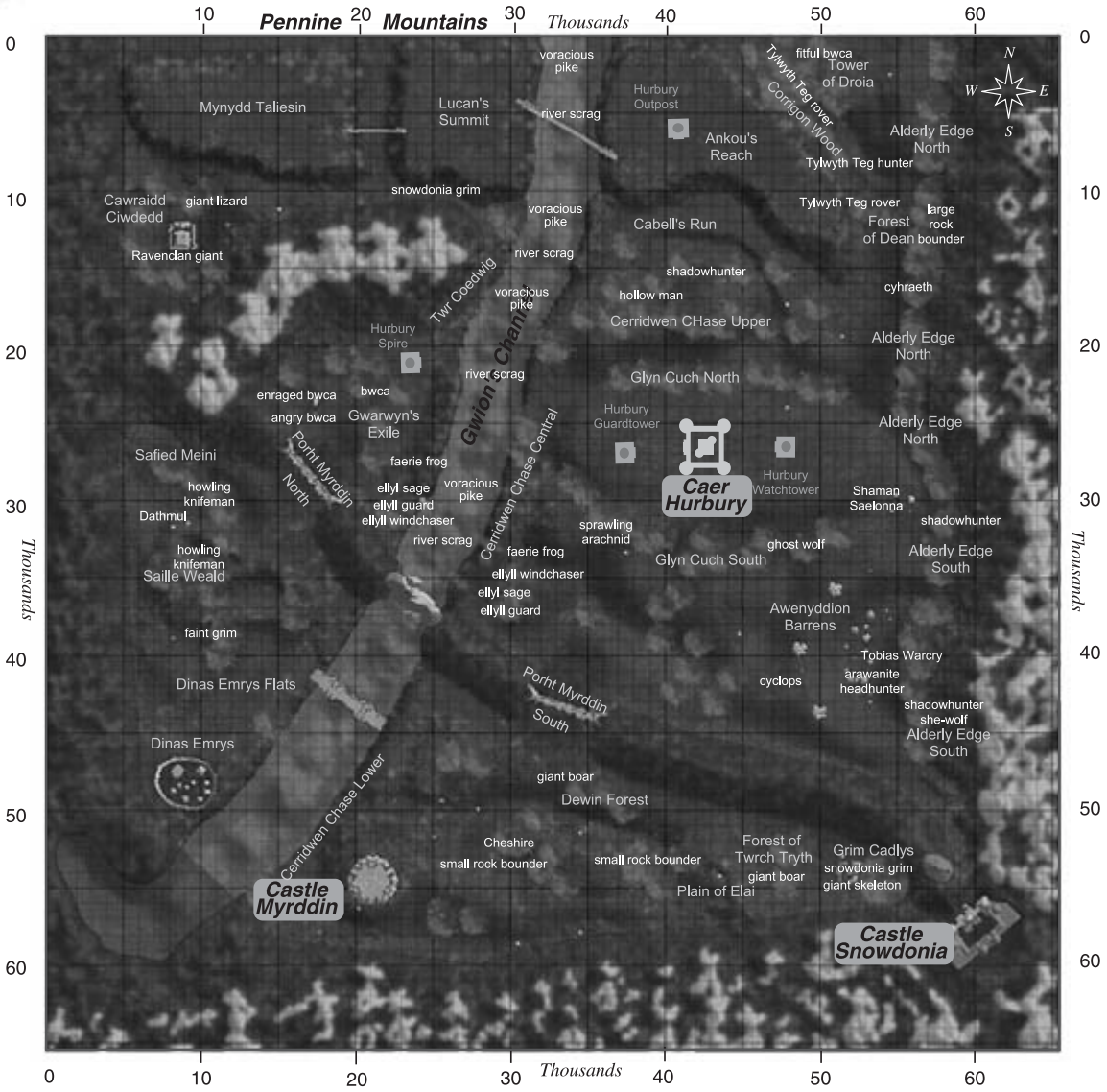
MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Brother Alfred	35	–	1.5	S	–	–
bwca	24,26	–	3.8	C/S	–	–
Calbin	60	–	3.0	C	–	Call
Captain Meltro	72	99	3.5	S/S	–	Soc.
Captain Rhodri	50	99	3.3	S	–	Call
Carinda	55	–	3.5	T/S	–	Call
Celeste	59	–	4.2	T/S	2%	Call
Cheshire	24	30	3.6	S/S	3%	–
Cleric	65	–	2.0	S/S	4%	Call
Colin	58	–	3.0	T/S	–	Call
corpse-eating sow	36	20	3.7	S/S	–	–
Crigoran	57	–	3.0	S/T	–	Call
cyclops	41,42	90	3.9	C/C	–	Soc.
cyhraeth	50,51	70	3.3	S/S	1%	–
Darren	59	–	3.0	S/T	–	Call

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MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Daru	59	–	3.0	S/T	–	Call
Dathmul	47	70	3.7	C/S	–	Call
Dockmaster of Snowdonia	50	–	3.0	S	–	–
Ellyll froglord	54	90	3.3	S/S	2%	Call
Ellyll guard	49,51	90	3.4	S/S	2%	Call
Ellyll sage	53	90	4.0	C/S	–	Call
Ellyll windchaser	47,50	90	3.9	C/S	5%	Call
enraged bwca	50	70	3.5	C/S	–	–
Esther	57	–	3.0	C	–	Call
Eye of Arawn	45	90	3.9	C/C	–	Call
faerie frog	28,30	–	4.0	C/S	–	–
faint grim	20,21	–	3.8	S/S	–	Soc.
Feldor	60	–	3.0	C	–	Call
fitful bwca	35,36	50	3.6	C	–	–
forest grazer calf	1	–	3.8	C	–	–
ghost wolf	32,34	70	3.1	T/S	1%	–
ghostly goblin berserker	65	99	3.5	T/S	2%	Soc.
ghostly goblin guard	60,61	99	3.8	S/S	–	Soc.
ghostly goblin healer	65	99	4.2	S/S	–	Soc.
ghostly goblin pet	65	100	2.0	C/C	5%	Soc.
ghostly goblin wizard	65	50	3.8	S/S	–	Soc.
giant boar	34,35	20	3.5	S/S	–	–
giant lizard	36,38	–	3.9	T/S	–	–
giant skeleton	27,28	90	3.8	S/S	–	–
Gisella	60	–	3.0	S/C	–	Call
Grunge	36	20	3.5	S/S	–	–
Gwyllgi	36	70	3.1	T/S	1%	–
Haiken	57	50	3.0	C	–	Call
Helena	56	–	3.0	C	–	Call
hill scrag	39,41	90	3.9	C/C	–	Call
hollow man	39,41	70	3.7	C/S	–	Call
howling knifeman	26,27	90	3.6	S/S	1%	Soc.
howling maiden	24,26	90	3.6	S/S	1%	Soc.
Ilandra	56	–	3.0	C	–	Call
Imerin	57	–	3.0	S/T	–	Call
Ineya	57	–	3.0	C	–	–
J'auatas	50	–	3.0	S	–	–
Jerris	59	–	3.0	C	–	Call
Jolock the Hermit	55	1	4.2	C	–	–
Karloth	60	–	3.0	S	–	Call
Karmack	58	–	3.0	S/T	–	Call
Kelmen	55	–	3.5	S/S	5%	Call
Kurlin	56	–	3.0	T/S	–	Call
large rock bounder	45,46	90	3.5	S/S	3%	Soc.
lesser sylvanshade	1	–	3.8	S	–	–
Lieutenant Brude	49	99	3.3	S	–	Call
Lieutenant Cian	49	99	1.0	S	–	Call
Lieutenant Niane	49	99	3.3	S	–	Call
Lorne	56	–	3.0	C	–	Call

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
lunger	1	–	3.7	C	–	–
Martin	58	–	3.0	C	–	Call
Master Neldar	60	–	4.0	C	–	–
Mayren	59	–	3.0	T/S	–	Call
Mistress Ainsliee	50	–	1.0	S	–	–
Moontipper	46	70	3.5	T/T	4%	Call
Mordane	58	–	3.5	S/S	–	Call
Nasher	39	70	3.8	S/S	–	–
Nathaniel	58	–	3.0	S/T	–	Call
Nogud the Smasher	43	90	3.9	C/C	–	Call
Ostem	58	–	3.0	S/T	–	Call
Randall	57	–	3.0	C	–	Call
ravenclan giant	50,51	70	4.1	C/C	–	Call
Riorden	60	–	3.0	C	–	Call
river scrag	32	70	4.0	C/S	–	–
Saracen Tracker	55	99	3.2	T/T	5%	–
Sarinth	60	–	3.0	C	–	Call
scorned bwca	32,34	1	3.7	C/S	–	–
Scout	65	100	2.0	S/S	4%	Soc.
Seless	59	–	3.0	S/T	–	Call
Serenity	60	–	3.0	C	–	Call
shadowhunter	39,41	70	3.5	T/T	4%	Call
shadowhunter she-wolf	42,43	70	3.5	T/T	4%	Call
Shaman Saelonna	45	90	4.0	C/S	–	Call
Silden	59	–	3.0	T/S	–	Call
Simeon	56	–	3.3	T	6%	Call
Sir Gwyn	50	99	3.2	S	–	Call
small rock bounder	22,23	1	3.6	S/S	3%	Soc.
snowdon grim	36,38	70	3.8	S/S	–	–
Solnar	56	–	3.0	C	–	Call
Soulfear	54	70	3.3	S/S	1%	–
sprawling arachnid	34,35	90	3.6	T/S	–	–
Talden	60	–	3.0	C	–	Call
Tarley	56	–	3.0	C	–	Call
Telisa	56	–	3.0	T/S	–	Call
Theofore	57	–	3.0	C	–	Call
Tobias Warcry	41	–	3.8	S	–	–
Twidgo	35	70	3.1	T/S	1%	–
Tylwyth Teg huntress	43,45	50	3.6	S/S	4%	Call
Tylwyth Teg ranger	46	50	3.5	S/S	4%	Call
Tylwyth Teg rover	41,42	50	3.7	S/S	4%	Call
Ulen	58	–	3.0	S/T	–	Call
Vera Astyrian	50	–	1.0	S	–	–
voracious pike	28,30	10	3.1	T/S	–	–
Wilen	57	–	3.0	S	–	Call
Wizard	65	100	2.0	S/S	4%	–
Worry Wort	32	–	4.0	C/S	–	–

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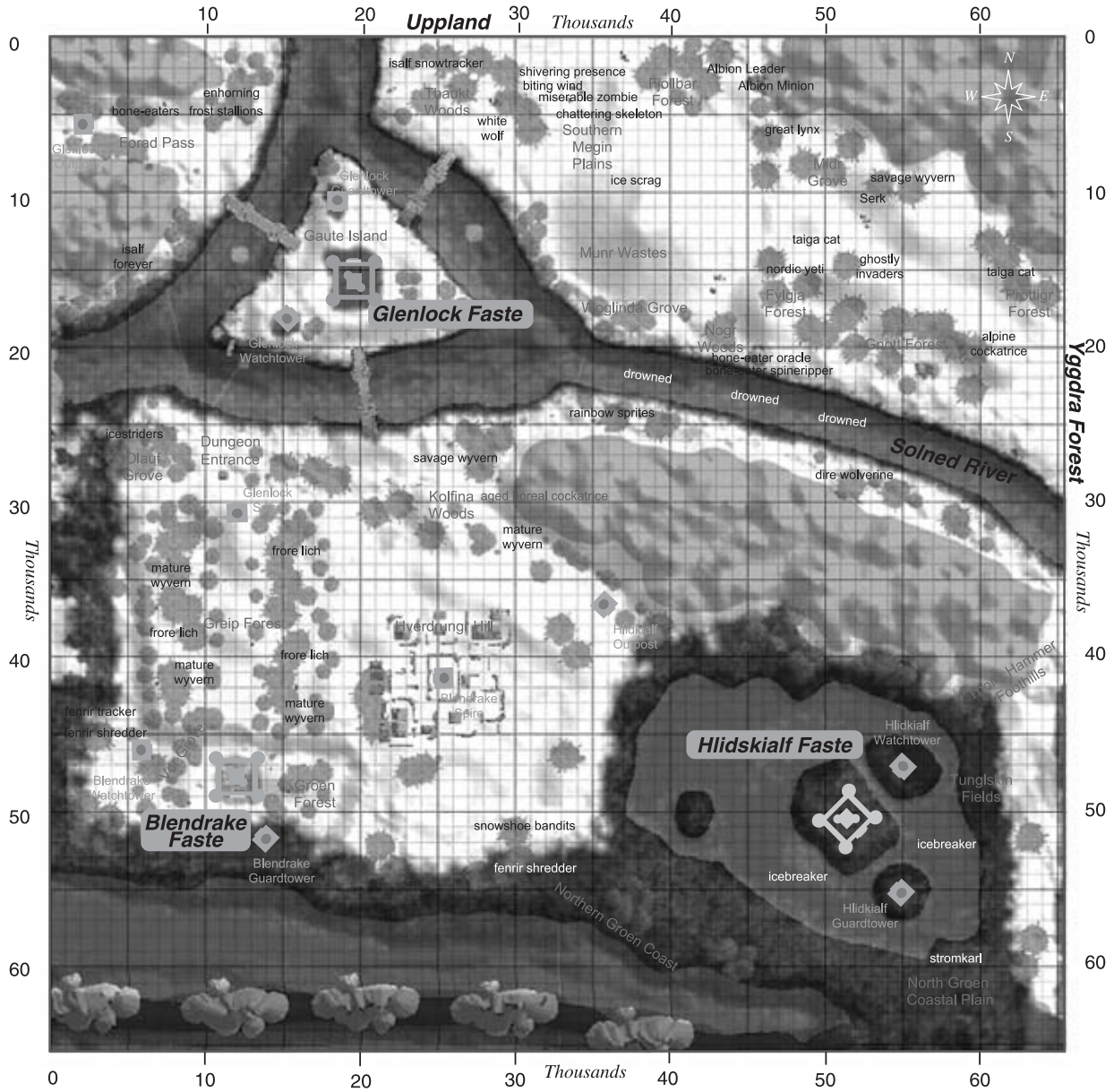
Jamtland Mountains

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
A frozen dark dwarf	50	–	1.0	S	–	–
aged boreal cockatrice	49	5	3.5	S/S	–	–
Albion leader	62	80	3.4	S	–	Call
Albion minion	46	80	3.5	S	–	Soc.
alpine cockatrice	32,33	5	3.5	S/S	–	–
bear	55	99	3.8	S/S	–	Soc.
biting wind	31	20	3.2	S/S	–	–
blodfelag kennelmaster	60	99	3.8	S/S	5%	Soc.
blodfelag krigare	60	99	3.2	S/S	–	Soc.
blodfelag shaman	65	99	3.8	C/C	–	–
bone-eater eviscerater	41,42	80	3.0	S/S	–	Soc.
bone-eater oracle	39–41	80	3.9	C/S	–	Soc.
bone-eater slayer	37,38	80	3.5	S/S	–	Soc.
bone-eater spine-ripper	39,40	80	3.4	S/S	–	Soc.
bone-eater warleader	45	80	3.4	S/S	–	Soc.
Canidae	72	99	4.5	S/S	5%	–
chattering skeleton	32	–	3.8	S/S	–	–
Chief Galt	72	99	3.8	S/S	5%	Soc.
chillsome wight	51,52	99	3.7	S/S	–	–
dire wolverine	58	80	2.1	S/S	–	–
Dockmaster of Jamtland Mtns	50	–	3.0	S	–	–
enhorning	49,50	1	4.0	C/T	–	Soc.
fallen troll	44,45	20	3.8	C/S	–	–
Fanin	36	80	3.7	S/S	–	Call
fenrir guard	45	80	3.6	S/S	–	Call

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MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
fenrir prime	49	80	3.3	S/S	–	Call
fenrir shredder	45,46	80	2.1	S/S	–	Call
fenrir tracker	42	80	3.6	T/S	1%	Call
frore lich	55–57	99	3.7	S/S	–	Soc.
frost spectre	45,46	80	3.8	S/S	–	–
frost stallion	54,55	25	4.0	C/S	–	Soc.
fylgja	50–52	–	3.5	S/S	6%	–
ghastly Albion invader	42,43	20	3.8	S/S	–	–
ghostly Hibernian invader	42,43	20	3.8	S/S	–	–
ghoulish warrior	44	20	3.8	S/S	–	–

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
glacial direwolf	45	99	3.8	S/S	10%	Soc.
glacial direwolf	50	99	3.8	S/S	15%	Soc.
glacial mauler	44,45	80	3.8	C/S	–	–
Great Fylgja	53	–	3.5	S/S	6%	–
great lynx	40–42	–	3.5	S/S	3%	–
ice lizard	32	–	3.6	T/S	–	–
ice scrag	34	80	3.7	C/S	–	–
iceberg	42	–	3.9	C/S	–	–
icebreaker	48	–	3.9	C/S	–	–
icestrider chiller	45	80	3.3	T/S	–	Soc.
icestrider frostweaver	44,46	80	3.8	C/S	–	Call
icestrider interceptor	47–51	80	3.1	T/T	4%	Soc.



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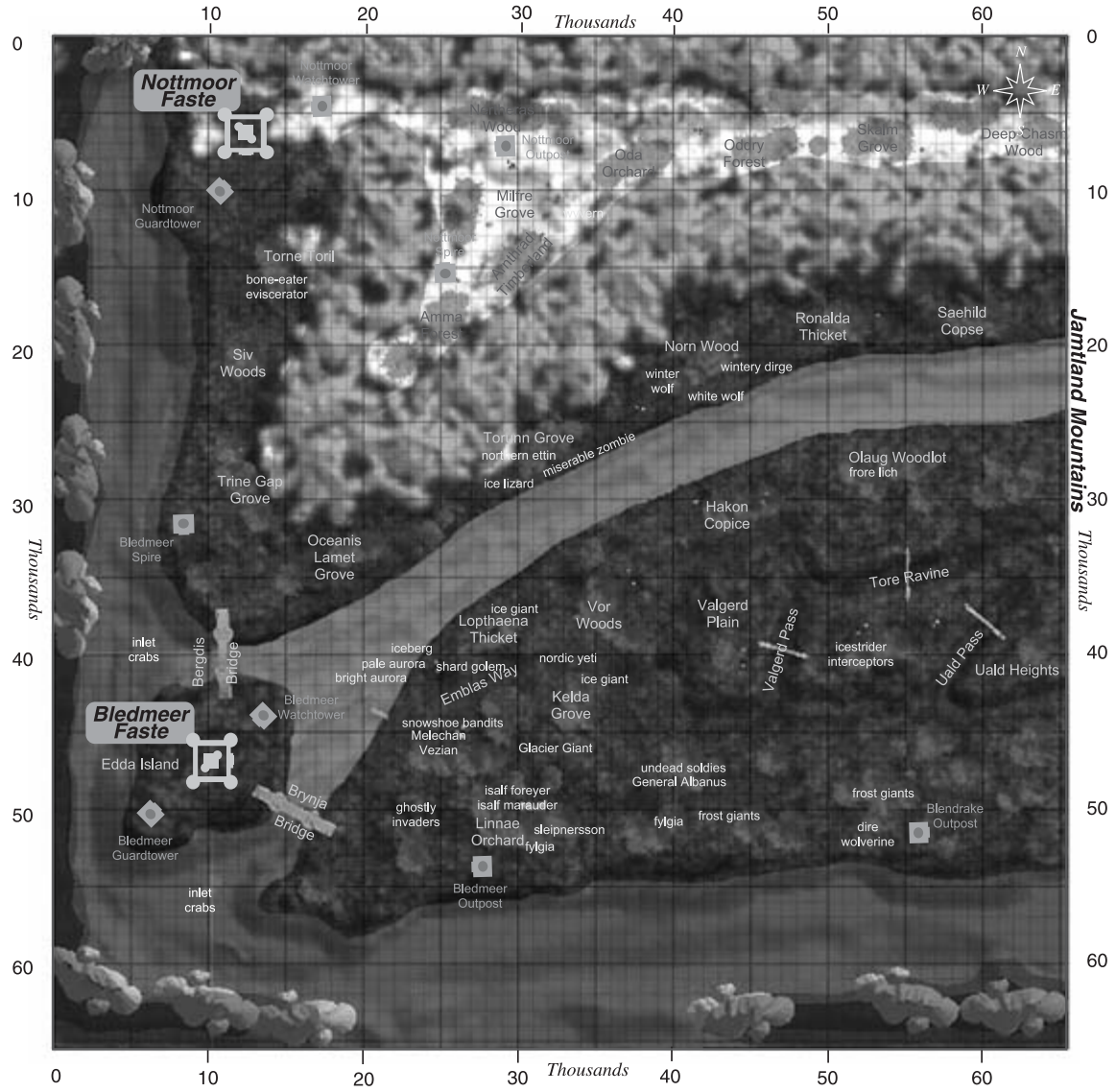
MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
icy wisp	31	–	3.8	S/S	–	–
isalf forayer	44	5	2.5	S/S	–	Call
isalf snowtracker	35	5	3.6	T/S	2%	Call
Kobold Tracker	55	99	3.2	T/T	5%	–
mature wyvern	54–57	5	3.3	T/S	–	Soc.
miserable zombie	30	1	4.0	S/S	–	–
nordic yeti	36	80	3.8	C/S	–	–
northern light	30	–	3.8	S/S	–	–
pale aurora	41–43	–	3.8	S/S	–	–
rainbow sprite	32–36	20	3.8	*	2%	Call
savage wyvern	45,46	90	3.1	T/S	–	Soc.
Serk	58	5	3.3	T/S	–	Soc.
shard golem	42	5	3.8	C/S	–	–
shivering presence	32	1	3.8	S/S	–	–
snowshoe bandit	34	80	3.7	S/S	–	Call
snowshoe bandit mage	33	80	3.8	C/S	–	Call
stromkarl	38–40	5	3.8	C/S	–	–
Strykr	52	80	3.1	T/T	4%	Soc.
taiga cat	32,33	5	3.6	S/S	3%	–
Thjodvitnir	45	80	4.0	S/S	–	Call
undead viking	44,45	20	3.8	C/S	–	–
Valdemar	72	99	3.8	S/S	5%	Soc.
vendo bruiser	65	99	3.5	T/S	2%	Soc.
vendo defender	65	99	3.5	S/S	–	Soc.
vendo elementalist	60	50	3.8	C/S	–	Soc.
vendo healer	60	99	3.5	S/S	2%	Soc.
voracious pike	28,30	10	3.1	T/S	–	–
white wolf	30,31	1	3.6	T/S	–	Soc.
windswept wraith	50–53	80	3.3	S/S	2%	Soc.
winter wolf	42,43	1	3.4	T/S	–	Soc.
wintery dirge	42	80	3.8	S/S	–	–
wolfen bully	65	99	5.5	S/S	–	–
wolfen medicine man	60	99	3.8	S/S	–	–
wolfen trooper	60	99	4.5	S/S	5%	–

Odin's Gate

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
aged boreal cockatrice	49	5	3.5	S/S	–	–
blodfelag archer	62	99	4.2	S/S	5%	–
blodfelag bodyguard	65	99	4.5	C/C	5%	–
blodfelag handler	60	99	3.8	S/S	5%	Call
blodfelag ice lizard	55	99	3.8	S/S	–	Soc.
blodfelag sentry	60	99	4.5	S/S	5%	–
bone-eater clanmother	42	80	3.8	S/S	–	Soc.
bone-eater eviscerater	42	80	3.0	S/S	–	Soc.
bone-eater warleader	45	80	3.4	S/S	–	Soc.
bright aurora	46,47	–	3.8	S/S	–	–
dire wolverine	58	80	2.1	S/S	–	–
Dockmistress of Odin's Gate	50	–	3.0	S	–	–

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
dwarven runemaster	65	99	3.8	C	–	Soc.
enhorning	50	1	4.0	C/T	–	Soc.
frore lich	55–57	99	3.7	S/S	–	Soc.
frost giant	37	10	4.4	C/S	–	–
frost orm	35	15	3.8	T/S	–	–
frost spider	37	5	3.8	T/S	–	–
fylgja	50,51	–	3.5	S/S	6%	–
General Albanus	62	90	3.3	S/C	–	–
ghastly Albion invader	43	20	3.8	S/S	–	–
ghostly Hibernian invader	43	20	3.8	S/S	–	–
glacial mauler	45	80	3.8	C/S	–	–
Glacier Giant	76	–	5.0	C/S	–	–
great lynx	42	–	3.5	S/S	3%	–
Gullfaxi	57	25	4.0	C/C	–	Soc.
Hrungnir	61	10	4.4	C/S	–	–
ice giant	35	10	4.2	C/S	–	–
ice lizard	32	–	3.6	T/S	–	–
iceberg	42	–	3.9	C/S	–	–
icebreaker	48	–	3.9	C/S	–	–
icestrider frostweaver	46	80	3.8	C/S	–	Call
icestrider interceptor	47,49	80	3.1	T/T	4%	Soc.
inlet crab	38,40	–	3.3	S/S	–	–
isalf forayer	44	5	2.5	S/S	–	Call
isalf marauder	41	5	2.5	S/S	–	Call
Joar	60	99	2.0	S/S	5%	Soc.
kobold healer	60	99	3.8	C/C	–	Soc.
kobold hunter	60	99	3.8	T/T	5%	Soc.
Kobold Tracker	55	99	3.2	T/T	5%	–
mature wyvern	55–57	5	3.3	T/S	–	Soc.
Melechan Vezian	41	100	2.3	C	–	–
miserable zombie	31	1	4.0	S/S	–	–
nordic yeti	35,36	80	3.8	C/S	–	–
norseman warrior	60	99	5.5	S/S	5%	Soc.
northern ettin	25–27	80	3.8	C/S	–	–
pale aurora	43	–	3.8	S/S	–	–
Priestess Linna	72	99	5.0	S/S	5%	Soc.
Shade of Oona	65	–	3.1	T/T	–	–
shard golem	42	5	3.8	C/S	–	–
sleipneirsson	55,56	–	4.0	C/S	–	–
snowshoe bandit	30–34	80	3.7	S/S	–	Call
Stor Gothi Sedirane	60	–	3.0	S	–	–
torpor worm	37	2	3.9	C/S	–	–
undead soldier	49	50	3.4	S	–	–
undead troll warrior	31	20	3.8	C/C	–	–
Vaylin	72	99	5.0	C/C	5%	Soc.
white wolf	30	–	3.6	T/S	–	Soc.
windswept wraith	50,52	80	3.3	S/S	2%	Soc.
winter wolf	45	–	3.4	T/S	–	Soc.
wintery dirge	41	80	3.8	S/S	–	–
wyvern	38	15	3.5	T/S	–	Soc.

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Uppland

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
abominable snowman	23,26–30	80	3.8	C/S	–	–
aged boreal cockatrice	49	5	3.5	S/S	–	–
alpine cockatrice	32,33	5	3.5	S/S	–	–
Amalia	57	–	3.0	T/S	–	Call
Arlogh	58	–	3.0	S	–	Call
Asdis	45	–	1.2	C	–	–
Astryd	60	–	3.0	C	–	Call
aurora	44	–	3.8	S/S	–	–
Bakki	57	–	3.0	T/S	–	Call
Balle	60	–	2.0	C/C	50%	Soc.

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Baugi	34	10	4.2	C/S	–	–
Bergthor	57	–	3.0	S/C	–	Call
Biorg	58	–	3.0	C	–	Call
biting wind	29,31	20	3.2	S/S	–	–
block of ice	36	–	4.3	C/S	–	–
bone-eater clanmother	42	80	3.8	S/S	–	Soc.
bone-eater eviscerater	41	80	3.0	S/S	–	Soc.
bone-eater oracle	39–41	80	3.9	C/S	–	Soc.
bone-eater slayer	37,38	80	3.5	S/S	–	Soc.
bone-eater spine-ripper	39,40	80	3.4	S/S	–	Soc.
boreal cockatrice	24–26	5	3.5	S/S	–	–
Brynjar	58	–	3.0	C	–	Call
chattering skeleton	32	–	3.8	S/S	–	–
chiseler	20–24	–	3.6	T/S	–	–

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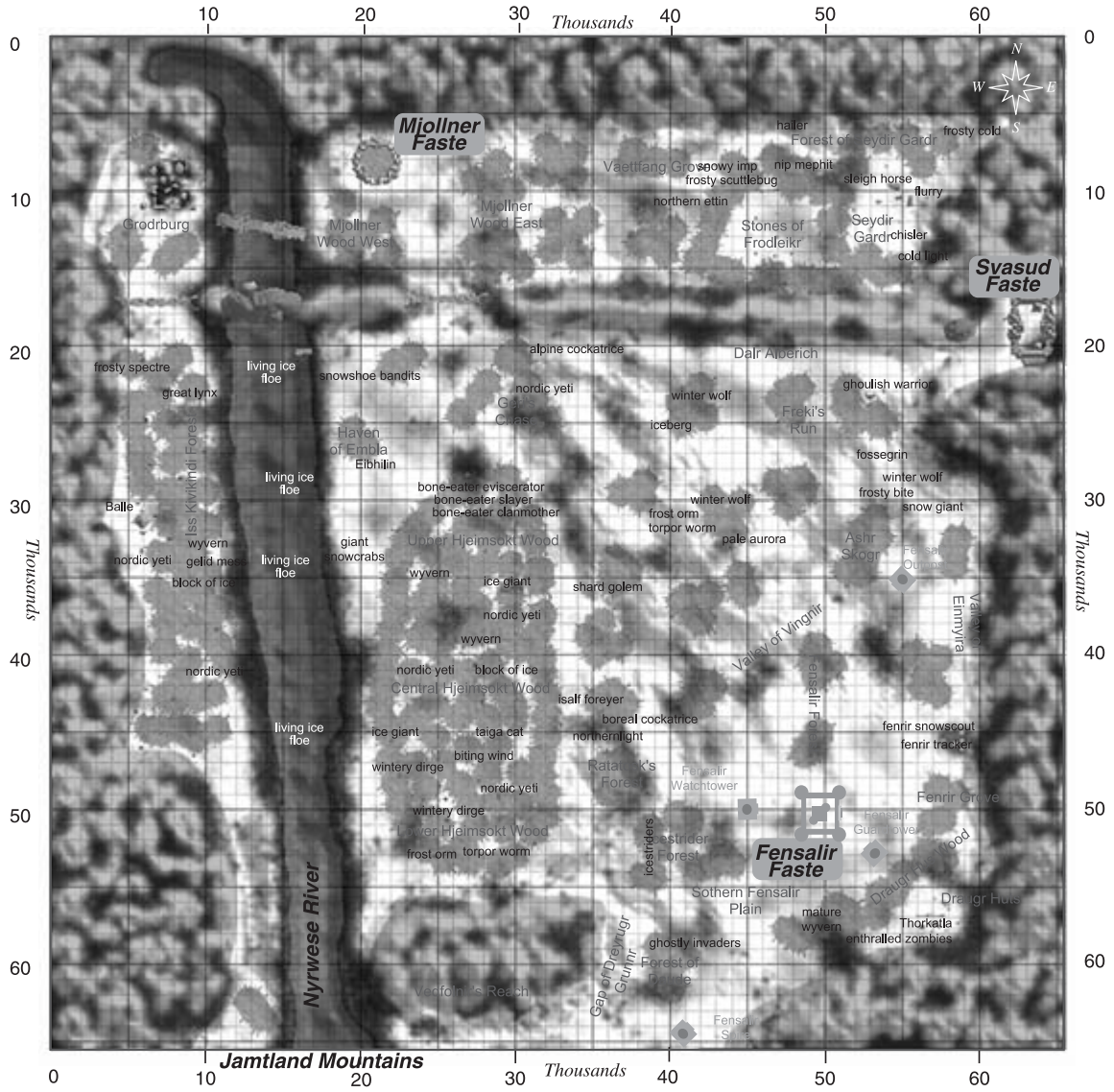
MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
cold light	22	–	3.8	S/S	–	–
deranged wizard	52	65	2.9	C	–	–
Diera	59	–	3.0	C	–	Call
Dockmaster of Uppland	50	–	3.0	S	–	–
Eibhilin	36	50	3.0	C	–	Soc.
Elynor	56	–	3.0	T/S	–	Call
emerald beetle	50	99	3.8	S/S	–	Soc.
Engelbrekt	72	99	3.8	S/S	10%	Soc.
enthralled zombie	43,44	80	3.4	S	–	Soc.
Eteki	27	80	3.8	C/S	–	–
Eyja	59	–	3.0	C/S	–	Call
fallen troll	44,45	20	3.8	C/S	–	–
Farold	58	–	3.0	C	–	Call
fenrir guard	45	80	3.6	S/S	–	Call
fenrir prophet	44,45	80	4.0	S/S	–	Call
fenrir snowscout	37,38	80	3.5	T/S	1%	Call
fenrir tracker	41	80	3.6	T/S	1%	Call
Finnulf	57	–	3.0	C	–	Call
flurry	23	20	3.3	S/S	–	–
forest grazer calf	1	–	3.8	C	–	–
fossegrim	29–31	–	3.8	C/S	–	–
frost hound	31	5	3.7	T/S	–	–
frost orm	35	15	3.8	T/S	–	–
frost spectre	45,46	80	3.8	S/S	–	–
frostbite wildling	27,28	1	3.5	S/S	–	–
frosty colt	20	–	4.0	C/S	–	Soc.
frosty scuttlebug	23,24	–	3.8	S/S	–	–
Gagnrad	33	10	4.0	C/S	–	–
gelid mass	35	–	4.1	C/S	–	–
ghastly Albion invader	43	20	3.8	S/S	–	–
ghostly Hibernian invader	42,43	20	3.8	S/S	–	–
ghoulish warrior	44,45	20	3.8	S/S	–	–
giant snowcrab	33,34	–	3.8	S/S	–	–
gnomish archer	60	5	3.5	S/S	5%	Soc.
gnomish guard	65	99	3.5	T/S	2%	Soc.
gnomish magician	60	50	3.8	S/S	–	Soc.
gnomish watchman	60	99	3.8	S/S	–	Soc.
gnomish weaponmaster	65	99	3.5	T/S	2%	Soc.
Grand Lord Belatu	78	100	5.0	*/*	15%	Soc.
great lynx	39–42	–	3.5	S/S	3%	–
Grimol	56	–	3.0	C	–	Call
Gryg	57	–	3.0	C/S	–	Call
hailer	28	50	3.8	C/S	–	Soc.
hailstone	20	–	3.0	C/S	–	Soc.
half-frozen madman	25	80	4.1	C/S	–	–
Healer	65	–	2.0	S/S	4%	Call
Herika	59	–	3.0	C/S	–	Call
Heroth	60	–	3.0	C	–	Call
Hunter	65	100	2.0	S/S	4%	Soc.
Huscarl	65	100	2.0	S/S	4%	Call

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
ice giant	34,36	10	4.2	C/S	–	–
ice lizard	34	–	3.6	T/S	–	–
ice scrag	34	80	3.7	C/S	–	–
iceberg	42	–	3.9	C/S	–	–
icemuncher	28	–	3.9	C/S	–	–
icestrider chiller	43	80	3.3	T/S	–	Soc.
icestrider frostweaver	46	80	3.8	C/S	–	Call
icestrider interceptor	49	80	3.1	T/T	4%	Soc.
icy wisp	31,33	–	3.8	S/S	–	–
Idalia	59	–	3.0	S/C	–	Call
Isabo	60	–	3.0	S	–	Call
isalf blinder	34,35	5	4.0	C/S	–	Call
isalf forayer	44	5	2.5	S/S	–	Call
isalf icemage	34	5	4.0	C/S	–	Call
isalf scryer	33	5	4.0	C/S	–	Call
isalf snowtracker	35	5	3.6	T/S	2%	Call
isalf surveyor	33	5	3.8	T/S	–	Call
isalf warrior	35	5	3.3	S/S	–	Call
Jakr	23	1	3.8	S/S	–	–
Kobold Tracker	55	99	3.2	T/T	5%	–
Kristny	59	–	3.0	C	–	Call
lesser sylvanshade	1	–	3.8	S	–	–
Lisbet	60	–	3.0	S	–	Call
living ice floe	32	70	4.0	S/S	–	–
Loarr	56	–	3.0	S/*	–	Call
lunger	1	–	3.7	C	–	–
Madrene	56	–	3.0	S/C	–	Call
mature wyvern	54	5	3.3	T/S	–	Soc.
Meridie	60	–	3.0	*	–	Call
Miklof	56	–	3.0	*	–	Call
miserable zombie	28–31	1	4.0	S/S	–	–
Nioclas	53	85	3.4	S	5%	–
nip mephit	23–25	1	3.8	S/S	–	–
nordic yeti	33–36	80	3.8	C/S	–	–
northern ettin	25–27	80	3.8	C/S	–	–
northern light	26–30	–	3.8	S/S	–	–
Notker	59	–	3.0	*	–	Call
Odeya	50	–	3.0	*	–	–
Oswulf	60	–	3.0	S	–	Call
pale aurora	41–43	–	3.8	S/S	–	–
Peningr	60	–	3.0	C	–	Call
Randalin	56	–	3.0	S	–	Call
Rankin	57	–	3.0	C	–	Call
Roki	56	–	3.0	T/S	–	Call
Runemaster	65	100	2.0	S/S	4%	–
shard golem	42	5	3.8	C/S	–	–
shivering presence	32	1	3.8	S/S	–	–
Shyf	46	80	3.8	S/S	–	–
Sigum	32	80	3.7	S/S	–	Call
Sigvid	59	–	3.0	S	–	Call
Skyros camouflager	44	25	3.2	S/S	5%	Soc.

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MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
sleigh horse	30	–	4.0	C	–	–
snow giant	30–33	10	4.0	C/S	–	–
snow imp	20,22	1	3.8	S/S	–	–
snowshoe bandit	30–35	80	3.7	S/S	–	Call
snowshoe bandit mage	32,33	80	3.8	C/S	–	Call
Stor Gothi Delnar	60	–	3.0	S	–	–
stromkarl	40	5	3.8	C/S	–	–
taiga cat	32	5	3.6	S/S	3%	–
thawing corpse	31	99	3.8	C/S	–	–
Thorkatla	53	80	3.1	S/S	–	Soc.
Tola	59	–	3.0	T/S	–	Call
Toland	58	–	3.0	*/C	–	Call
torpor worm	37	2	3.9	C/S	–	–

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
undead minion	20	75	3.0	S	–	Soc.
undead viking	44,45	20	3.8	C/S	–	–
Unni	59	–	3.0	T/S	–	Call
Valryn	59	–	3.0	T/S	–	Call
Vura	50	–	3.0	*	–	–
white wolf	27–31	1	3.6	T/S	–	Soc.
Wilone	56	–	3.0	*	–	Call
winter wolf	43	–	3.4	T/S	–	Soc.
wintery dirge	40–42	80	3.8	S/S	–	–
Wodin	57	–	3.0	C/S	–	Call
wyvern	36–39	15	3.5	T/S	–	Soc.
Ydonia	60	–	3.0	*/S	–	Call
young wyvern	28–30	2	3.6	T/S	–	Soc.
Zorir	60	–	3.0	S	–	Call



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Yggdra Forest

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
abominable snowman	26–30	80	3.8	C/S	–	–
Agnard Fyrehamer	60	–	3.2	C	–	Call
Akseli Skjoldsonn	59	–	4.0	S	–	Call
Ald the Bruce	44	20	3.8	S/S	–	–
Argur	34	5	3.8	T/S	–	Call
Asbjorn Brorsonn	56	–	3.4	C	–	Call
Baugi	34	10	4.2	C/S	–	–
Beinta Kjelen	56	–	3.1	C	–	Call
biting wind	29	20	3.2	S/S	–	–
block of ice	37	–	4.3	C/S	–	–
bone-eater clanmother	42	80	3.8	S/S	–	Soc.
bone-eater eviscerater	41,42	80	3.0	S/S	–	Soc.
bone-eater oracle	39,41	80	3.9	C/S	–	Soc.
bone-eater spine-ripper	39,40	80	3.4	S/S	–	Soc.
bone-eater warleader	45	80	3.4	S/S	–	Soc.
boreal cockatrice	24–27	5	3.5	S/S	–	–
Botilla Bortasdottir	58	–	3.4	C	–	Call
Captain Rayburn	36	90	3.0	S	–	Soc.
chattering skeleton	32	–	3.8	S/S	–	–
chiseler	20–24	–	3.8	T/S	–	–
cold light	20–25	–	3.8	S/S	–	–
Coldfeet	33	1	4.0	S/S	–	–
Danikah Jagende	57	–	3.2	S	–	Call
Dockmistress of –Yggdra Forest	50	–	3.0	S	–	
Ebbela Gelinsdottir	56	–	3.3	S	–	Call
Edonia Rindasdottir	49	–	3.0	S	–	–
Enevald Vapenskaper	57	–	3.2	S	–	Call
Erlendur Handlsonn	57	–	3.3	S	–	Call
Errict Thorrson	59	–	3.4	S	–	Call
Evdokia Villkvinne	56	–	3.2	S/S	–	Call
fenrir guard	45	80	3.6	S/S	–	Call
fenrir prime	49	80	3.3	S/S	–	Call
fenrir prophet	44,45	80	4.0	S/S	–	Call
fenrir shredder	45,46	80	2.1	S/S	–	Call
fenrir snowscout	36–38	80	3.5	T/S	1%	Call
fenrir tracker	40–42	80	3.6	T/S	1%	Call
Fionnuala	50	–	3.6	S	–	–
Fjall	56	80	3.4	S/S	–	Soc.
flurry	23	20	3.3	S/S	–	–
Follower of Loki	42	75	3.0	S	–	Call
forest grazer calf	1	–	3.8	C	–	–
fossegrim	30,31	–	3.8	C/S	–	–
Frej	27	1	3.8	S/S	–	–
frost giant	37–39	10	4.4	C/S	–	Soc.
frost goblin brawler	65	99	3.5	T/S	2%	Soc.
frost goblin lookout	60	25	3.2	T	5%	Soc.
frost hound	30,31	5	3.7	T/S	–	–
frost orm	35	15	3.8	T/S	–	–
frostbite wildling	27–29	1	3.5	S/S	–	–
frosty colt	20	–	4.0	C/S	–	Soc.
frosty scuttlebug	23,24	–	3.8	S/S	–	–
gelid mass	35	–	4.1	C/S	–	–
Geyra	52	90	3.0	S	–	Call
Geyra's guard	49	80	3.6	S/S	–	Call
ghastly Albion invader	42,43	20	3.8	S/S	–	–
ghostly Hibernian invader	42,43	20	3.8	S/S	–	–
glacial mauler	44,45	80	3.8	C/S	–	–
goblin elementalist	60	50	3.8	C/S	–	Soc.
goblin healer	60	99	3.5	S/S	2%	Soc.
Grand Lord Martel	78	100	5.0	*/*	15%	Soc.
great lynx	39,40	–	3.5	S/S	3%	–
hailer	28	50	3.8	C/S	–	Soc.
hailstone	20	–	3.0	C/S	–	Soc.
half-frozen madman	25	80	4.1	C/S	–	–
Halvor Modisonn	57	–	3.3	S/C	–	Call
Healer	65	–	2.0	S/S	4%	Call
Hellene Torill	60	–	3.6	C	–	Call
Hendjrik Pengersonn	57	–	3.2	T	–	Call
Huscarl	65	100	2.0	S/S	4%	Call
ice creature	39	–	4.0	C/S	–	–
ice giant	33–36	10	4.2	C/S	–	–
ice goblin	60	99	3.8	S/S	–	Soc.
ice lizard	34	–	3.6	T/S	–	–
ice scrag	33,34	80	3.7	C/S	–	–
icemuncher	28	–	3.9	C/S	–	–
icestrider chiller	45	80	3.3	T/S	–	Soc.
icestrider frostweaver	46	80	3.8	C/S	–	Call
icestrider interceptor	49–51	80	3.1	T/T	4%	Soc.
icy wisp	31–33	–	3.8	S/S	–	–
inlet crab	38,40	–	3.3	S/S	–	–
isalf abider	30	–	3.8	C/S	–	Call
isalf blinder	35	5	4.0	C/S	–	Call
isalf hierarch	38	5	3.3	S/S	–	Call
isalf icemage	33	5	4.0	C/S	–	Call
isalf scryer	33	5	4.0	C/S	–	Call
isalf snowtracker	35	5	3.6	T/S	2%	Call
isalf surveyor	32,33	5	3.8	T/S	–	Call
isalf warrior	35,36	5	3.3	S/S	–	Call
Jakr	23	1	3.8	S/S	–	–
Jaska Hulemann	57	–	3.7	C	–	Call
Jukka Klohand	59	–	3.2	S/S	–	Call
Katja Sorjasdottir	58	–	3.5	S/S	–	Call
Kauppi Stonesword	59	–	3.3	S	–	Call
Kavi	64	100	3.0	S	–	Soc.
Kiasla Pengervakt	57	–	3.2	S	–	Call

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MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Kirra Jondisdottir	58	–	3.4	C	–	Call
Kjeld Enarsonn	57	–	3.0	C	–	Call
Klaengur Angreppson	59	–	3.5	S/C	–	Call
Kobold Tracker	55	99	3.2	T/T	5%	–
Kodi	51	80	3.3	S/S	–	Call
Ledar	50	–	3.0	*	–	–
lesser sylvanshade	1	–	3.8	S	–	–
Lisebet Batelskerinne	58	–	3.4	S	–	Call
living ice floe	32	70	4.0	S/S	–	–
Lodur Loauurson	58	–	3.2	S/S	–	Call
lunger	1	–	3.7	C	–	–
Marith Eyrsdottir	58	–	4.0	C	–	Call

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Marsilia Steinbjorn	56	–	3.6	S/C	–	Call
miserable zombie	31,32	1	4.0	S/S	–	–
Moira the Quiet	44	20	3.8	S/S	–	–
Ngadra	47	80	4.0	T/S	–	Call
nip mephit	23–25	1	3.8	S/S	–	–
nordic yeti	33–36	80	3.8	C/S	–	–
Norna	34	5	4.0	C/S	–	Call
northern ettin	25–27	80	3.8	C/S	–	–
northern light	26–30	–	3.8	S/S	–	–
Orielle Larasdottir	60	–	3.6	C	–	Call
Pieta Kronskaper	60	–	3.2	C	–	Call
Radni Steinbjorn	59	–	3.4	T	–	Call



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MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Raissa Stemme	58	–	3.5	C	–	Call
Rikissa Troye	58	–	3.2	C	–	Call
Rodlef Laerarbeider	57	–	3.1	S/S	–	Call
Runemaster	65	100	2.0	S/S	4%	–
savage wyvern	45–48	90	3.1	T/S	–	Soc.
shard golem	42	5	3.8	C/S	–	–
shivering presence	32,33	1	3.8	S/S	–	–
Sjor	46	80	3.3	T/S	–	Soc.
Skrag	72	99	3.8	S/S	5%	Soc.
sleigh horse	30	–	4.0	C	–	–
Snofrid	35	–	3.0	S	–	–
snow imp	20–22	1	3.8	S/S	–	–
snowshoe bandit	30–35	80	3.7	S/S	–	Call
snowshoe bandit mage	32,33	80	3.8	C/S	–	Call
Sokova Tyrsdottir	60	–	3.0	S	–	Call
Soulsong	43	80	3.8	S/S	–	–
Stor Gothi Teriden	60	–	3.0	S	–	–
Sudya	50	–	3.0	*	–	–
Sunniva Kastvapen	58	–	3.4	S	–	Call
taiga cat	32,33	5	3.6	S/S	3%	–
Terena Pilskaper	58	–	3.3	T	–	Call
thawing corpse	31	99	3.8	C/S	–	–
torpor worm	37	2	3.9	C/S	–	–
Turkka Beindanser	59	–	3.4	C	–	Call
twister	29	20	3.3	S/S	20%	–
Ulfgar	44	80	3.6	T/S	1%	Call
undead soldier	26	50	3.0	C	–	Soc.
Vagn	52	80	3.2	S/S	–	Call
Valfanar	30	–	3.8	C/S	–	Call
Vegarin Stavskaper	59	–	3.2	C	–	Call
Veleif Hauksonn	59	–	3.3	C	–	Call
Viggo Skrittson	57	–	3.3	C	–	Call
white wolf	29–31	1	3.6	T/S	–	Soc.
winter varg	50	99	3.8	S/S	–	Soc.
winter wolf	42–46	1	3.4	T/S	–	Soc.
wintery dirge	40–42	80	3.8	S/S	–	–
wyvern	36–38	15	3.5	T/S	–	Soc.
Yaromir Fortryllsonn	59	–	3.0	C/C	–	Call
young wyvern	28–30	2	3.6	T/S	–	Soc.

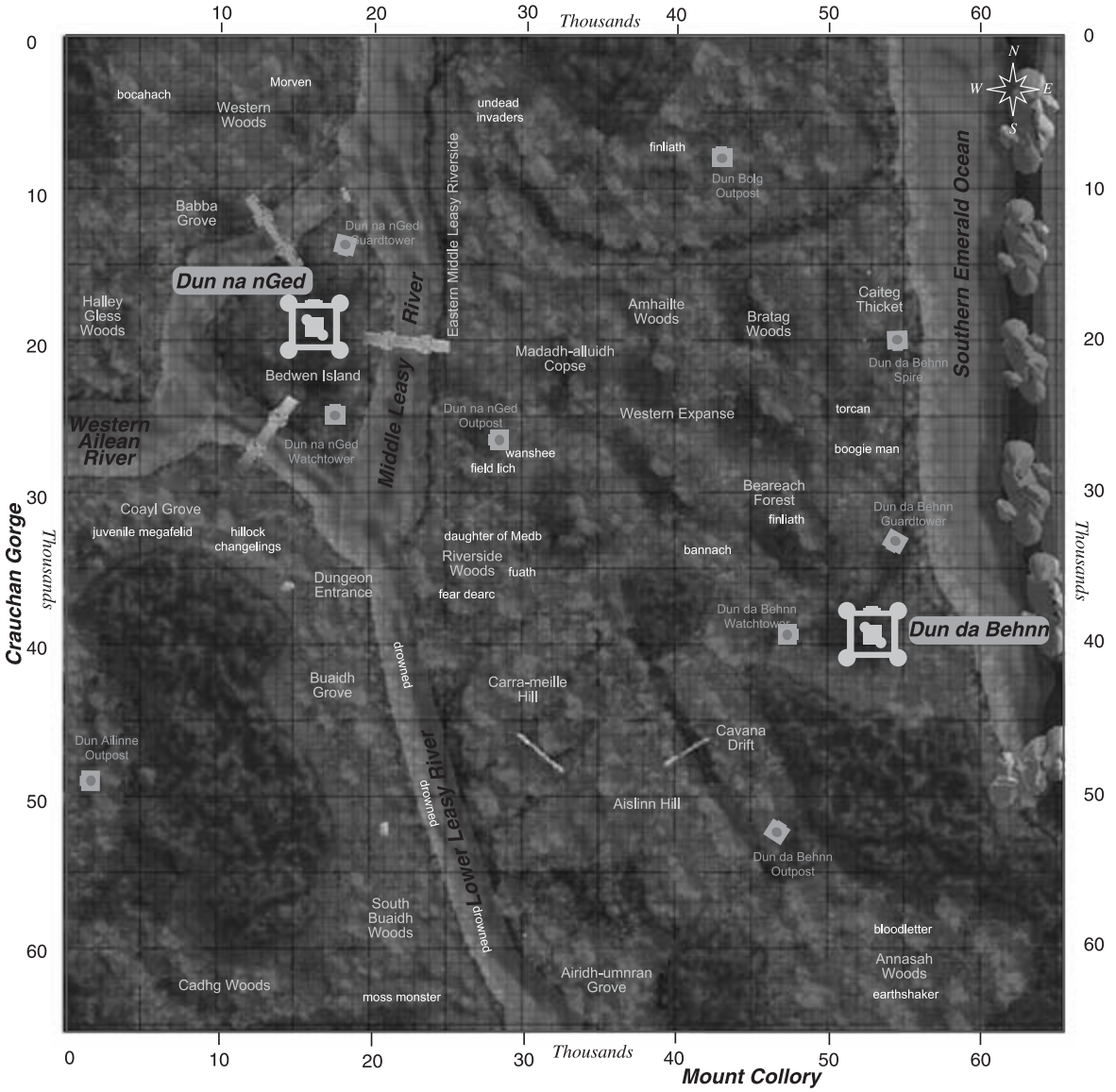
Breifine

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
afflicted parthelonian	48	80	3.8	T/T	–	Call
anguished parthelonian	47–49	99	4.0	C/S	–	Call
bananach	40,41	80	3.8	S/S	–	–
black badger	36	–	3.6	S/S	–	–
bloodletter	48,49	50	3.4	T/T	–	–
bocanach	46–48	80	3.8	S/S	–	–
boogie man	34	30	3.8	C/S	–	–
Breath of Amon	50	100	2.5	S	1%	–
cruiach demon	55–57	80	3.5	S/S	–	Soc.
Daughter of Medb	45,46	1	3.5	S/T	3%	Call
decaying parthelonian	46,47	99	3.9	C/S	–	Call
Delil	48	80	3.8	S/S	–	–
diseased parthelonian pet	46,47	80	3.8	T/T	–	Soc.
Dockmistress of Breifine	50	–	3.0	S	–	–
earthshaker	47–49	1	3.9	C/S	–	–
empyrean guardian	34–38	–	3.5	S/S	6%	Call
empyrean wraith	29	80	4.5	T/S	3%	Soc.
Evern	76	50	3.8	T/S	–	Soc.
fallen Hibernian defender	45	20	3.8	S/S	–	–
fear dearc	46,47	60	3.8	S/S	–	–
field lich	58	50	3.8	C/S	–	–
finliath	58–60	99	3.8	S/S	2%	–
fleshless parthelonian	61,62	99	4.2	C/S	–	Call
fuath	46	80	3.8	S/S	–	–
ghastly Midgard invader	44	20	3.8	S/S	–	–
ghostly glimmer	60–68	50	3.8	S	1%	Soc.
ghostly Midgard invader	43	20	3.8	S/S	–	–
ghostly parthelonian berserker	63	100	3.0	C/C	10%	–
ghostly parthelonian champion	58	1	3.0	C/C	15%	Soc.
ghostly parthelonian champion	65	100	3.0	C/C	15%	Soc.
ghostly parthelonian guard	60	1	3.0	S	5%	Soc.
ghostly parthelonian guard	61	1	3.0	C	–	Soc.
ghostly parthelonian pet	65	100	3.8	S/S	20%	Soc.
ghostly parthelonian wizard	65	100	3.8	C	5%	–
Glimmer Lord Amon	72	99	3.8	S	1%	Soc.
grand pooka	61–64	80	3.8	C/S	5%	–
Grinor	46	99	3.9	C/S	–	Soc.
grogan	46	–	3.8	C/S	–	Call
grovewood	38–40	–	3.8	C/S	–	Call
hillock changeling	36–37	30	3.8	C/S	–	–
Idol of Crom Cruiach	60	80	3.5	S/S	–	Soc.
infectious parthelonian	54	99	4.2	C/S	–	Call
juvenile megafelid	36	–	3.7	S/S	–	–
leprechaun	48–50	10	3.6	C/S	10%	–
luch hunter	34	1	3.6	S/S	1%	–

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MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Lurikeen Tracker	55	99	3.2	T/T	5%	–
mangled troll invader	45	20	3.8	S/S	–	–
moribund parthelonian	52,53	99	4.1	C/S	–	Call
Morven	46	99	3.9	C/S	–	Soc.
moss monster	40	–	3.9	C/S	–	–
Notned	62	99	3.8	S/S	2%	–
plagued parthelonian	50	99	4.1	C/S	–	Call
Rarn Pubble	65	80	3.8	C/S	5%	–
Reamonn	44	99	3.9	C/S	–	Soc.
Ror	61	99	3.8	S/S	2%	–
rotting parthelonian	55,56	99	4.2	C/S	–	Call
skeletal dwarf invader	43	20	3.8	S/S	–	–

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
spectral Briton invader	43,44	20	3.8	S/S	–	–
tainted parthelonian	49	99	4.1	C/S	–	Call
torcan	31	–	3.8	S/S	–	–
Traitor Gyn	72	99	5.0	S/S	15%	–
Trembler	50	1	3.9	C/S	–	–
umber bear	42–45	–	3.3	C/S	–	–
undead Briton invader	43,44	20	3.8	S/S	–	–
unearthed cave bear	49–51	50	3.5	C/S	–	–
voracious pike	28,30	10	3.1	T/S	–	–
wanshee	61–64	80	3.8	S/S	–	–
wraith drake	65	50	3.8	T/S	–	–
wraith fairy	50	50	3.8	T/S	–	–
Xia	27	90	3.0	S	–	Call



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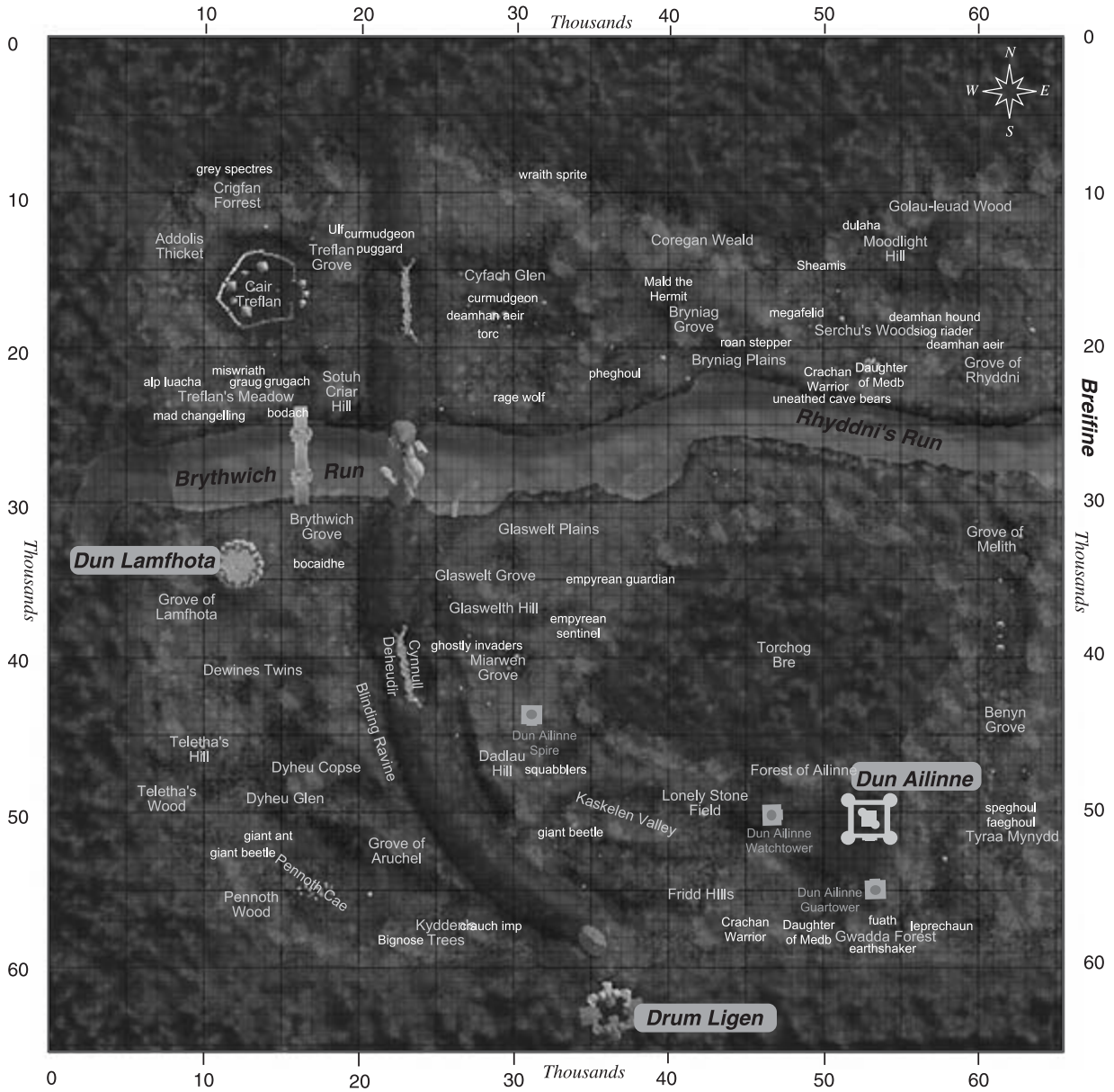
Cruachan Gorge

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Abiedda	59	–	3.0	S	–	Call
Acen	56	–	1.0	C	–	Call
Adirang	57	–	3.5	S	–	Call
Adiras	56	–	3.0	S/S	–	Call
Adroameth	60	–	1.0	C	–	Call
Adwebard	56	–	3.0	C	–	Call
Adweris	59	–	3.0	S	–	Call
Aethegh	50	–	3.0	*	–	–
Afeawen	57	–	1.0	C	–	Call
Afiliniel	59	–	3.0	S/S	–	Call
Alelasa	59	–	1.0	S	–	Call
alp luachra	29	70	3.5	T/S	–	–
amadan touched	29–32	70	3.9	S/S	–	–
Asethien	56	–	1.0	C	–	Call
aughisky	33	50	3.8	S/S	–	–
bean sidhe	39–41	90	3.7	S/S	1%	–
Bignose	37	–	3.8	S/S	–	–
bird-eating frog	20–22	–	3.8	C/S	–	–
bocaidhe	27–29	–	3.8	S/S	–	–
bodach	32	80	3.8	C/S	–	Call
Braredith	57	–	3.0	S/S	–	Call
Cendak	60	–	3.5	S	–	Call
cluricaun	22	1	3.8	C/S	–	–
cluricaun aquavitor	40	1	3.6	C/S	–	–
corpan side	39	60	3.8	T/S	–	–
corybantic skeleton	46	99	2.8	S/S	–	–
Creamond	58	–	3.0	S/S	–	Call
cronicorn	65	100	3.8	C/C	5%	Soc.
cruach imp	33–35	20	3.8	T/S	1%	–
Cruachan warrior	46,47	1	3.5	S/T	3%	Call
curmudgeon puggard	39,40	80	3.8	T/S	2%	Call
curmudgeon ratoner	31–33	80	3.8	T/S	–	Call
curmudgeon scrapper	40–43	80	3.7	T/S	3%	Call
curmudgeon wanter	34,35	80	3.8	T/S	–	Call
Daughter of Medb	44–48	1	3.5	S/T	3%	Call
deamhan aeir	37	80	3.5	S/S	5%	–
deamhan hound	40	50	3.3	T/S	–	Soc.
detrital crab	42	10	3.6	S/S	–	–
Dockmaster of Cruachan Gorge	50	–	3.0	S	–	–
Druid	65	–	2.0	S/S	4%	Call
dullahan	48–51	50	3.2	T/S	3%	–
earthshaker	47	1	3.9	C/S	–	–
Edirawen	57	–	3.0	C	–	Call
Eldritch	65	100	2.0	S/S	4%	–
empyrean elder	44	–	3.9	C/S	–	Call
empyrean guardian	36,37	–	3.5	S/S	6%	Call
empyrean sentinel	27	–	3.6	S/S	4%	Soc.
Erohagard	60	–	1.0	C	–	Call
Ethalind	59	–	1.0	T	–	Call
faeghoul	34–36	60	4.0	S/S	–	Soc.
fallen Hibernian defender	45	20	3.8	S/S	–	–
fee lion	25–27	30	3.5	S/S	3%	–
forest grazer calf	1	–	3.8	C	–	–
fuath	46	80	3.8	S/S	–	–
Furor	48	99	2.8	S/S	–	–
Galedrihar	59	–	3.0	C	–	Call
Gedrimas	58	–	3.0	C	–	Call
ghostly Midgard invader	43	20	3.8	S/S	–	–
ghoulie	20,22	70	3.7	S/S	–	Soc.
giant ant	21–24	–	3.8	T/S	–	Call
giant beetle	20,21	5	3.8	T/S	–	–
Girenad	59	–	1.0	S	–	Call
gorge rat	30,31	5	3.6	T/S	–	–
graugach	32,33	–	3.8	C/S	–	–
gray spectre	22–24	90	3.3	S/S	–	–
Groacan	56	–	1.0	C	–	Call
Grumpy	52	50	3.5	C/S	–	–
Guardian	65	100	2.0	S/S	4%	Call
hill hound	20	–	3.5	T/S	1%	–
hillock changeling	35	30	3.8	C/S	–	–
Ibeiwyn	58	–	1.0	C	–	Call
ire wolf	25	50	3.5	T/S	1%	Soc.
irewood greenbark	40	30	3.8	C/T	–	Soc.
juvenile megafelid	36,38	–	3.7	S/S	–	–
Lady Armena	72	100	3.8	C/C	10%	Call
Larea	57	–	3.0	S/S	–	Call
leprechaun	50	10	3.6	C/S	10%	–
Lera	59	–	3.0	S/S	–	Call
lesser sylvanshade	1	–	3.8	S	–	–
Little Star	34	–	4.0	C/S	–	–
luch catcher	28	1	3.7	S/S	1%	–
lugradan	25	30	3.8	S/S	5%	–
lunger	1	–	3.7	C	–	–
Lurikeen Tracker	55	99	3.2	T/T	5%	–
mad changeling	26,28	80	3.8	C/S	–	–
Mald the Hermite	41	80	3.8	S/S	–	Call
mangled troll invader	45	20	3.8	S/S	–	–
megafelid	39–42	60	3.5	S/S	–	–
merman	25,36	–	3.7	S/S	–	Soc.
mist wraith	27,28	30	3.7	T/S	2%	–
morass leech	42	10	3.8	S/S	–	–
moss monster	40,41	–	3.9	C/S	–	–
Naermaggin	40	1	3.6	C/S	–	–
Neland	58	–	3.0	C	–	Call
Oloinwan	57	–	1.0	C	–	Call
phaeghoul	37–39	60	4.0	S/S	–	Soc.

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MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Premma	57	–	3.0	S/S	–	Call
Proassa	58	–	1.0	S	–	Call
Qaedia	60	–	3.0	S	–	Call
rage sprite	20	80	3.5	T/S	–	Soc.
rage wolf	32	80	3.5	T/S	1%	Soc.
rainbow sprite	32–36	20	3.8	*	2%	Call
Ranger	65	100	2.0	S/S	4%	Soc.
Relindra	60	–	1.0	C	–	–
Rhealle	58	–	3.5	S	–	Call
roan stepper	30–32	–	4.0	C/S	–	–
rogue siabra archer	65	99	3.8	S	10%	Soc.
rogue siabra archmagi	65	100	3.8	T	5%	Soc.

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
rogue siabra guardian	65	100	3.8	S/S	10%	Soc.
rogue siabra lookout	50	100	3.0	T	10%	Soc.
rogue siabra wayguard	60	100	3.8	S/S	5%	Soc.
Ronat	43	99	4.2	C/S	–	Soc.
Rygda	50	–	3.5	C	–	–
sett dweller	30,31	–	3.8	S/S	–	Call
sett matron	36	–	3.7	S/S	–	Call
sett protector	32,33	60	3.6	S/S	–	Soc.
sett youngling	24	–	3.8	S/S	–	Call
Sevelitha	60	–	3.0	C	–	Call
Shaemis	43	80	3.7	S/S	3%	Call
sharptoothed megafelid	39	60	3.5	S/S	–	–



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MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
siabra anchorite	41	80	3.8	S/S	–	Call
siog raider	37	80	3.4	T/S	–	Call
siog seeker	28,29	80	3.6	S/S	4%	Call
siog waylayer	26,27	80	3.6	T/S	5%	Soc.
skeletal dwarf invader	43	20	3.8	S/S	–	–
spectral Briton invader	43,44	20	3.8	S/S	–	–
speghoul	40	60	4.0	S/S	–	Soc.
Spifnar	35	20	3.8	T/S	1%	–
spraggonale	22	10	3.7	S/S	–	Call
squabbler	28–30	–	3.7	T/S	1%	–
streaming wisp	21,24	–	3.8	S/S	4%	Soc.
Terilen	50	–	1.0	S	–	–
Thian	58	–	3.5	S	–	Call
Thiresien	56	–	3.0	C	–	Call
Thistle	32	–	3.7	T/S	1%	–
torc	34–37	–	3.8	S/S	–	–
Torc Forbartach	47	–	3.8	S/S	–	–
Torc Triath	53	–	3.8	S/S	–	–
torcan	31	–	3.8	S/S	–	–
Uileog	40	99	4.1	C/S	–	Call
undead Briton invader	44	20	3.8	S/S	–	–
unearthed cave bear	49–51	50	3.5	C/S	–	–
Urf	40	80	3.8	T/S	2%	Call
vindictive bocan	20	99	3.7	C/S	–	Soc.
Voidon	56	–	3.0	S	–	Call
Wenna	50	1	3.5	S/T	3%	Call
Wicieseth	57	–	3.0	S/S	–	Call
Wicoil	56	–	3.0	C	–	Call
Wicurien	58	–	3.0	S	–	Call
wrath sprite	28	80	3.4	T/S	–	Soc.
Ybalidia	60	–	3.0	S/S	–	Call
Ybawen	58	–	3.0	S/S	–	Call
Ybeadon	60	–	3.0	S/S	–	Call
Yesa	57	–	3.0	S/S	–	Call

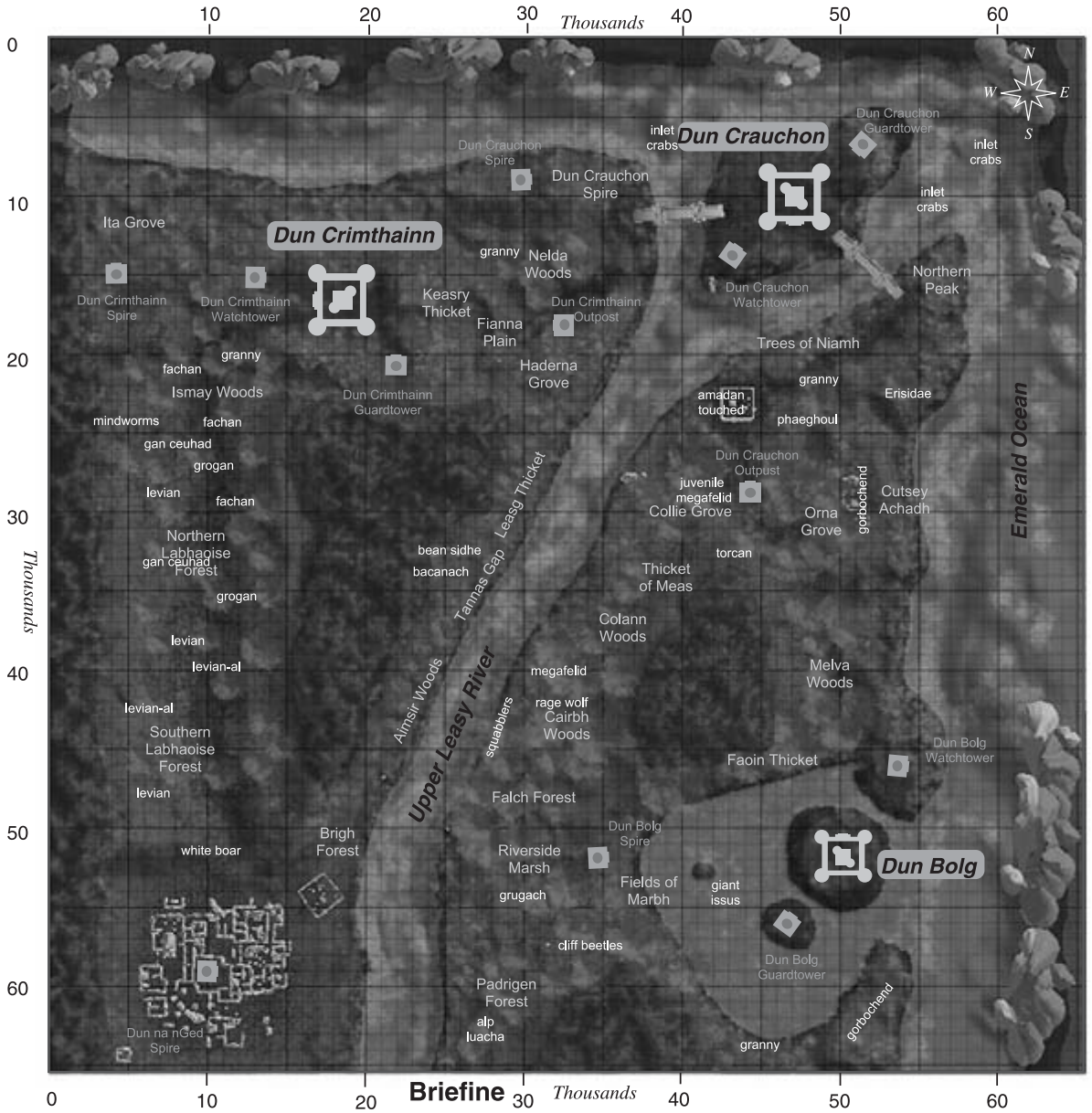
Emain Macha

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Agorn	56	80	3.8	T/T	4%	Call
alp luachra	30	70	3.5	T/S	–	–
amadan touched	30	70	3.9	S/S	–	–
Ambassador Crae	72	100	4.5	*/*	15%	Soc.
Atax	61	30	4.0	C/S	–	–
bananach	40,41	80	3.8	S/S	–	–
bean sidhe	39–41	90	3.7	S/S	1%	–
bloodletter	48,49	50	3.4	T/T	–	–
bocaide	51	–	3.8	C/S	–	Call
bocanach	46–48	80	3.8	S/S	–	–
cliff beetle	34–37	5	3.8	T/S	–	–
Clooky	46	–	3.8	C/S	–	–
corpan side	39	60	3.8	T/S	–	–
corrupt demon	65	99	3.8	S	1%	Soc.
Daughter of Medb	44,45	1	3.5	S/T	3%	Call
demonic	60,61	50	3.6	S	1%	Soc.
Dockmaster of Emain Macha	50	–	3.0	S	–	–
earthshaker	47,49	1	3.9	C/S	–	–
Eresidae	48	20	2.0	S	–	–
evil faerie	60–65	50	3.8	S	1%	Soc.
fachan	47–49	80	3.8	C/S	–	–
faeghoul	36	60	4.0	S/S	–	Soc.
faerie newborn pet	50	–	2.5	S	1%	–
faerie pet	68	99	3.8	S	1%	Soc.
fallen Hibernian defender	45	20	3.8	S/S	–	–
fear dearc	46,47	60	3.8	S/S	–	–
fuath	46	80	3.8	S/S	–	–
gan ceanach	53	20	3.8	S/S	3%	–
ghastly blade	68	99	3.8	S	1%	Soc.
ghastly Midgard invader	44	20	3.8	S/S	–	–
ghostly Midgard invader	43	20	3.8	S/S	–	–
ghostly parthelonian berserker	63	100	2.5	S/S	10%	Soc.
ghostly parthelonian champion	65	100	3.5	C/C	15%	Soc.
ghostly parthelonian elite	65	100	3.0	*/*	10%	Soc.
ghostly parthelonian guard	60,61	100	3.0	S	5%	Soc.
ghostly parthelonian wizard	65	100	3.8	C	5%	Soc.
giant lusus	58–61	30	4.0	C/S	–	–
goborchend	46–48	80	3.8	C/C	4%	Call
goborchend gasher	52–54	80	3.8	S/S	4%	Call
goborchend piercer	50–53	80	3.6	T/T	4%	Call
goborchend wounder	54,56	80	3.8	T/T	4%	Call
granny	48–50	5	3.8	S/S	–	Soc.
Granny Grain	50	5	3.8	S/S	–	Soc.
graugach	32,33	–	3.8	C/S	–	–
grogan	46,47	–	3.8	C/S	–	Call
Gron	47	–	3.8	C/S	–	Call
grovewood	38–40	–	3.8	C/S	–	Call
hillock changeling	36,37	30	3.8	C/S	–	–
inlet crab	38,40	–	3.3	S/S	–	–
juvenile megafelid	38	–	3.7	S/S	–	–
levian	60–61	30	3.8	S/S	–	–
levian-al	50–54	50	3.6	S/S	–	–
loghery man	46	5	3.8	C/S	–	–

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MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Lurikeen Tracker	55	99	3.2	T/T	5%	–
Malandra	60	–	1.0	C	–	–
mangled troll invader	45	20	3.8	S/S	–	–
megafelid	40,41	60	3.5	S/S	–	–
mindworm	57–59	20	3.8	C/S	–	–
Overlord Yano	72	99	3.8	T/S	1%	Soc.
phaeghoul	37–39	60	4.0	S/S	–	Soc.
possessed adventurer	57–65	99	3.8	S	1%	Soc.
Princess Jennea	72	99	3.8	S	1%	Soc.
Quietus	53	20	3.8	S/S	3%	–
Quinlan	53	80	3.6	T/T	4%	Call
rage wolf	32	80	3.5	T/S	1%	Soc.

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
sett dweller	30	–	3.8	S/S	–	Call
skeletal dwarf invader	43	20	3.8	S/S	–	–
Sloan	48	80	3.8	C/C	4%	Call
spectral Briton invader	43,44	20	3.8	S/S	–	–
squabbler	30	–	3.7	T/S	1%	–
Taman	62	30	3.8	S/S	–	–
torc	35,36	–	3.8	S/S	–	–
torcan	31	–	3.8	S/S	–	–
undead Briton invader	44	20	3.8	S/S	–	–
voracious pike	28,30	10	3.1	T/S	–	–
white boar	41	–	3.8	S/S	–	–
Yrial	51	–	3.8	C/S	–	Call



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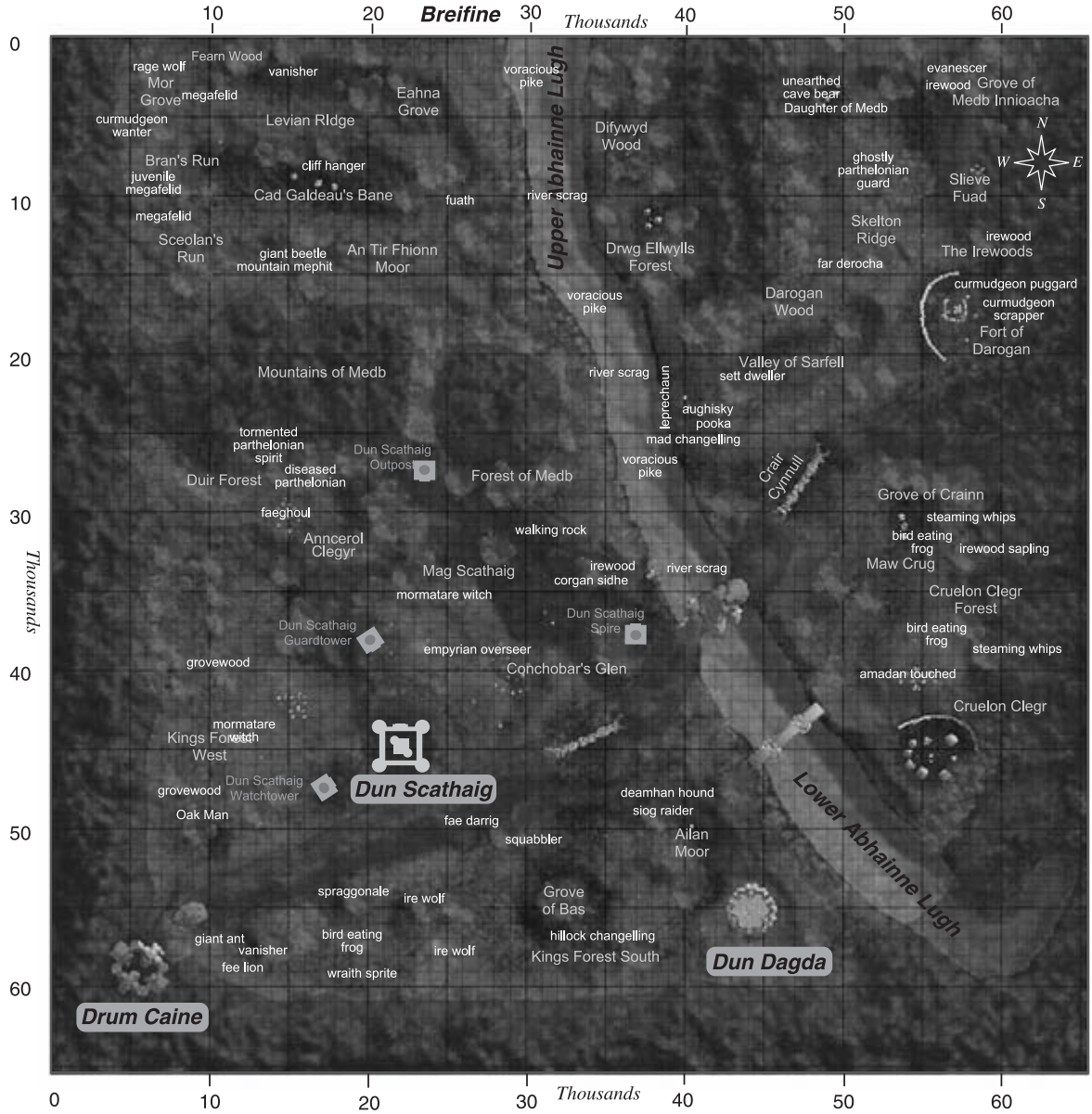
Mount Collory

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Addrec Hunt	56	–	3.0	S	–	Call
Aendar	59	–	1.0	S	5%	Call
Aingeal	38	–	1.2	C	–	–
amadan touched	30,32	70	3.9	S/S	–	–
Angry Sett	24	100	2.7	S	–	–
Anord	31	30	3.7	T/S	–	–
Ardella Bane	58	–	3.0	S/S	5%	Call
aughisky	31–33	50	3.8	S/S	–	–
banished wolf	65	–	4.0	*/*	15%	Soc.
bird-eating frog	22	–	3.8	C/S	–	–
Blagda Dreyfus	56	–	3.0	S	–	Call
bocaidhe	27	–	3.8	S/S	–	–
bodach	31,32	80	3.8	C/S	–	Call
boogie man	34	30	3.8	C/S	–	–
Brendan O'Doyle	56	–	3.0	S	–	Call
Broderick	56	–	1.0	C	–	Call
Bryson	59	–	3.0	S	–	Call
Calestra	60	–	1.0	C	–	–
Carafathach	35	–	3.8	C/S	–	–
Carinan	50	–	3.0	*	–	–
Cidric Wade	58	–	3.0	S	–	Call
cliff hanger	39	–	3.8	T/S	–	–
Clovar	60	–	1.0	S	–	Call
cluricaun	22	1	3.8	C/S	–	–
Colm Byne	59	–	3.0	S	–	Call
corpan side	39–41	60	3.8	T/S	–	–
Cubby	24	–	3.8	S/S	–	Call
curmudgeon puggard	40	80	3.8	T/S	2%	Call
curmudgeon scrapper	40–43	80	3.7	T/S	3%	Call
curmudgeon wanter	34,35	80	3.8	T/S	–	Call
Daena	59	–	3.0	S	5%	Call
Daer Donovan	56	–	3.0	S	–	Call
Dana Meadow	59	–	3.0	S	–	Call
Daniel Shan	57	–	3.0	S	–	Call
Daughter of Medb	46	1	3.5	S/T	3%	Call
deamhan hound	41,42	50	3.3	T/S	–	Soc.
Delina	55	–	1.0	C	–	Call
Delroy	56	–	1.0	C	–	Call
Deor Shan	57	–	3.0	S	–	Call
Diedre Hatcher	56	–	3.0	S	–	Call
diseased parthelonian	37,38	70	3.8	C/S	–	Soc.
Dockmistress of Mount Collory	50	–	3.0	S	–	–
Dodger	33	–	3.8	S/S	–	Call
Donald	59	–	3.0	C	–	Call
Druid	65	–	2.0	S/S	4%	Call
Eldritch	65	100	2.0	S/S	4%	–
Eleana Pinecrest	56	–	3.0	S	–	Call
Elsendra	50	–	1.0	S	–	–
empyrean elder	41–44	–	3.9	C/S	–	Call
empyrean guardian	34–38	–	3.5	S/S	6%	Call
empyrean overseer	37–39	–	3.4	S/S	8%	Call
empyrean sentinel	26–29	–	3.6	S/S	4%	Soc.
Eugor	36	30	3.6	T/S	–	–
evanescer	33–35	30	3.6	T/S	–	–
faeghoul	34–36	60	4.0	S/S	–	Soc.
faerie badger	33	–	3.8	S/S	–	–
far darrig	46–48	60	3.8	C/S	–	–
far dorocha	53–62	80	3.1	T/T	–	–
far liath	32	80	3.2	C/S	–	–
Farisa	60	–	1.0	C	–	Call
fee lion	25–27	30	3.5	S/S	3%	–
festering parthelonian spirit	40	99	3.9	C/S	–	Soc.
forest grazer calf	1	–	3.8	C	–	–
fuath	46,47	80	3.8	S/S	–	–
Garan Horne	56	–	3.0	S	–	Call
Gecyn Green	58	–	3.0	S	–	Call
Gerard	59	–	3.0	S	5%	Call
Gerran	58	–	1.0	S	–	Call
ghostly celt	65	100	3.0	S/S	10%	–
ghostly elf	65	100	3.8	C	–	–
ghostly firbolg	65	100	3.0	S/S	10%	–
ghostly lurikeen	65	100	3.8	T/T	10%	–
ghostly parthelonian champion	58	1	3.0	C/C	15%	Soc.
ghostly parthelonian guard	60	1	3.0	S	5%	Soc.
ghostly parthelonian guard	61	1	3.0	C	–	Soc.
ghoulie	20,21	70	3.7	S/S	–	Soc.
giant ant	21–23	–	3.8	T/S	–	Call
giant beetle	20,21	5	3.8	T/S	–	–
graugach	32,33	–	3.8	C/S	–	–
greater luch	25	–	3.8	T/S	3%	–
greater zephyr	33	1	3.7	S/S	2%	Soc.
grovewood	38–40	–	3.8	C/S	–	Call
Gualach	34	60	3.6	S/S	–	Soc.
Guardian	65	100	2.0	S/S	4%	Call
Gweagh Green	56	–	3.0	S	–	Call
Hastener	1	–	0.0	–	–	–
Hatred	50	80	3.8	S/S	–	–
hillock changeling	35–37	30	3.8	C/S	–	–
Hunter	65	80	3.1	T/T	–	–
ire wolf	25–27	50	3.5	T/S	1%	Soc.
irewood	29–31	80	3.8	C/S	–	Soc.
irewood sapling	21,22	30	3.8	C/T	–	Soc.
Irusan	49	60	3.5	S/S	–	–
Jeana Flyght	60	–	3.0	S	–	Call

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MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Jeffrey Walker	57	–	3.0	S	–	Call
Justin	56	–	1.0	S	–	Call
juvenile megafelid	35–38	–	3.7	S/S	–	–
Lauraine Jensen	59	–	3.0	S	–	Call
Leonyc	58	–	1.0	C	–	Call
leprechaun	48–50	10	3.6	C/S	10%	–
lesser sylvanshade	1	–	3.8	S	–	–
Lord Zuill	72	100	2.8	T/T	20%	Soc.
luch catcher	28	1	3.7	S/S	1%	–
luch hunter	34	1	3.6	S/S	1%	–
lugradan	27–30	30	3.8	S/S	5%	–
lunger	1	–	3.7	C	–	–

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
Lurikeen Tracker	55	99	3.2	T/T	5%	–
mad changeling	26,28	80	3.8	C/S	–	–
Mathair	46	–	3.7	S/S	–	Call
megafelid	40–42	60	3.5	S/S	–	–
Meryl	57	–	1.0	T	15%	Call
morghoul	33	60	4.0	S/S	–	Soc.
morsmutare witch	26,27	90	3.0	S	–	Call
mountain mephit	20–23	30	3.8	C/C	1%	–
Oak Man	43	–	3.8	C/S	–	Call
One	39	60	4.0	S/S	–	Soc.
Owin Byne	58	–	3.0	S	–	Call
Pendir	56	–	1.0	C	–	Call



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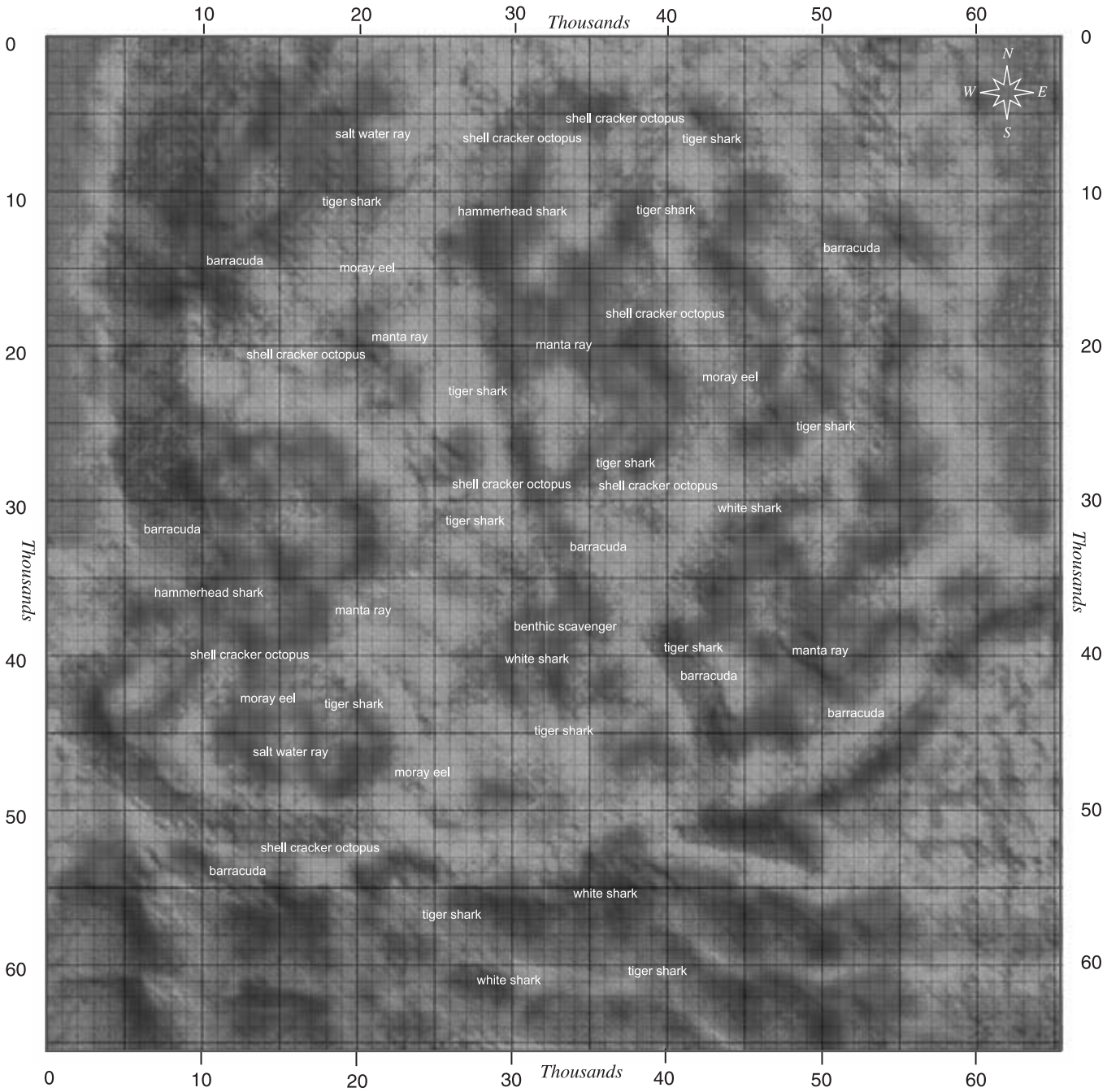
MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
phaeghoul	37–39	60	4.0	S/S	–	Soc.
pookha	33	50	3.7	C/S	3%	–
rage wolf	31,32	80	3.5	T/S	1%	Soc.
Ranger	65	100	2.0	S/S	4%	Soc.
river scrag	32	70	4.0	C/S	–	–
rock guardian	21,22	–	3.8	C/S	–	–
Scuab	38	–	3.7	S/S	–	Call
Seamus O'Doyle	57	–	3.0	S	–	Call
Sean O'Doyle	58	–	3.0	S	–	Call
sett dweller	27–31	–	3.8	S/S	–	Call
sett matriarch	41	–	3.7	S/S	–	Call
sett matron	35–38	–	3.7	S/S	–	Call
sett protector	32,33	60	3.6	S/S	–	Soc.
sett youngling	20–24	–	3.8	S/S	–	Call
Sevani	59	–	1.0	S	10%	Call
Sidna Wade	58	–	3.0	S	–	Call
siog raider	37	80	3.4	T/S	–	Call
siog seeker	30,31	80	3.6	S/S	4%	Call
siog waylayer	26,27	80	3.6	T/S	5%	Soc.
skeletal champion	63	100	3.0	S/S	10%	Soc.
skeletal guard	63	10	3.8	S	1%	Soc.
skeleton guard	60	100	3.0	S	4%	Soc.
skeleton guard	61	100	3.8	S	1%	Soc.
Soryn Grove	56	–	3.0	S	–	Call
speghoul	40,41	60	4.0	S/S	–	Soc.
spraggonale	21–23	10	3.7	S/S	–	Call
squabbler	28	–	3.7	T/S	1%	–
streaming wisp	22–24	–	3.8	S/S	4%	Soc.
Teddry	59	–	3.0	S	5%	Call
torc	34	–	3.8	S/S	–	–
torcan	31	–	3.8	S/S	–	–
tormented parthelonian spirit Two	40	99	3.9	C/S	–	Soc.
unearthed cave bear	41	60	4.0	S/S	–	Soc.
vanisher	50	50	3.5	C/S	–	–
Vertyn	26–29	30	3.7	T/S	–	–
voracious pike	50	–	3.2	C	–	–
walking rock	28,30	10	3.1	T/S	–	–
Wania	24	–	3.8	C/S	–	–
white boar	57	–	1.0	C	–	Call
wrath sprite	40,41	–	3.8	S/S	–	–
zephyr wraith	28	80	3.4	T/S	–	Soc.
	29	60	3.3	T/S	8%	–

Irish Sea

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
barracuda	40–44	10	3.1	T/S	–	–
benthic scavenger	55,57	–	3.3	S/S	–	–
hammerhead shark	48,50	90	2.8	S/S	–	–
immature octopus	40	–	3.8	C/S	–	–
manta ray	46–50	5	2.9	T/S	5%	–
moray eel	42–46	99	3.8	T/S	10%	–
octopus hatchling	38	–	3.8	C/S	–	–
salt-water ray	44–48	50	3.7	S/S	–	–
shell cracker octopus	46,48	–	3.8	C/S	–	–
tiger shark	46,48	90	2.8	S/S	–	–
white shark	52,54	90	2.8	S/S	–	–



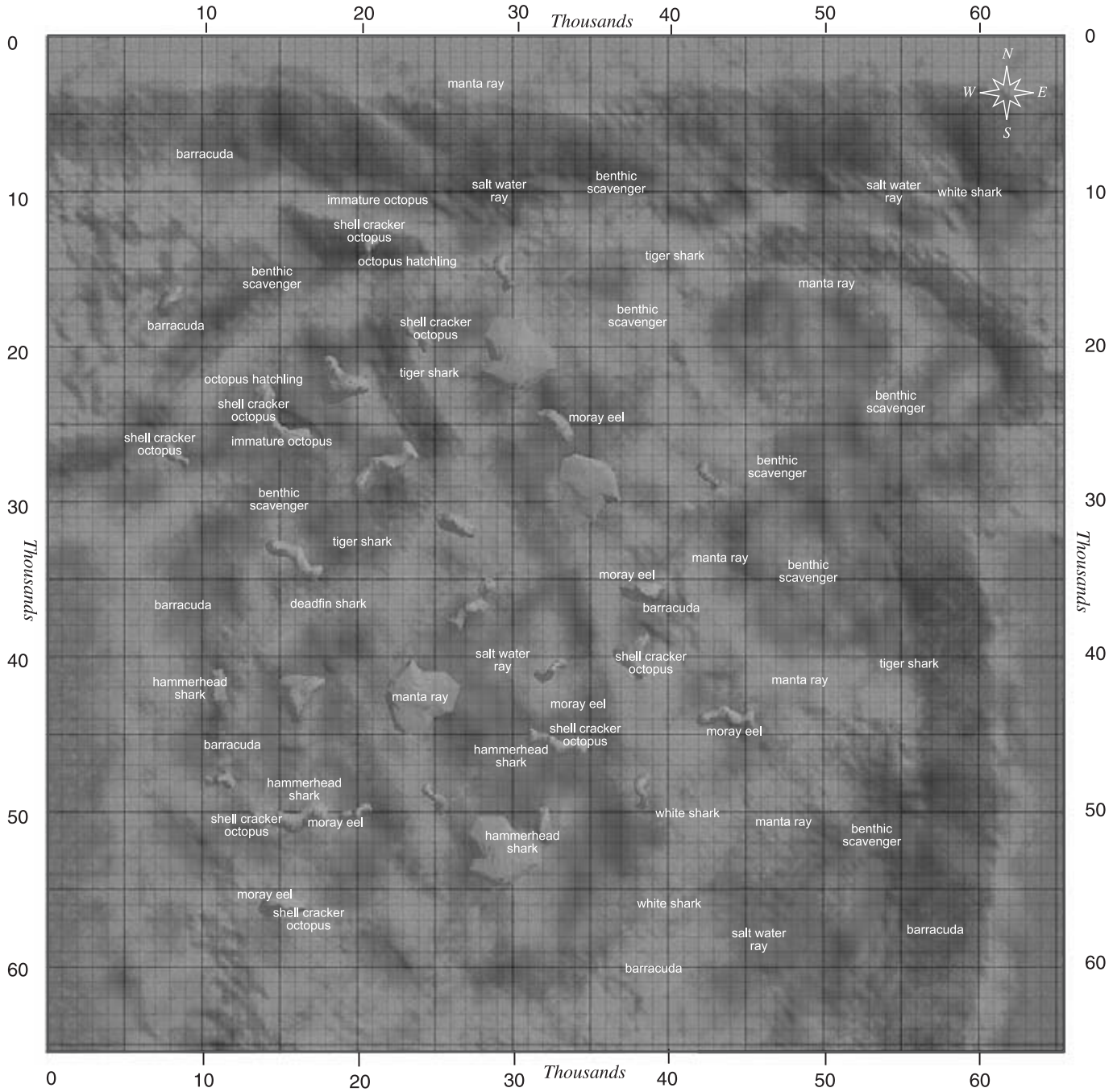
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North Sea

MOB	Level	Aggro	Atk Sp	Attack	Evade	Soc/Ca
barracuda	40–44	10	3.1	T/S	–	–
benthic scavenger	55,57	–	3.3	S/S	–	–
dreadfin shark	46	80	3.0	S/S	2%	–
hammerhead shark	48,50	90	2.8	S/S	–	–
immature octopus	40	–	3.8	C/S	–	–
manta ray	46–50	5	2.9	T/S	5%	–
moray eel	42–46	99	3.8	T/S	10%	–
octopus hatchling	38	–	3.8	C/S	–	–
salt-water ray	44–48	50	3.7	S/S	–	–
shell cracker octopus	46,48	–	3.8	C/S	–	–
tiger shark	46,48	90	2.8	S/S	–	–
white shark	52,54	90	2.8	S/S		



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Realm vs. Realm

New Frontiers Updates

Several things introduced in New Frontiers since its release may affect the way you persecute the war against your enemies. Here are the highlights of the patch notes from 1.72, with which you need to be familiar.

To encourage a more open field combat between keeps that you and your enemy can port into, as well to simplify the supply chain concept, we have changed the supply chain system so that the three beachhead keeps are the only keeps that have the potential to be teleported to by both the defending and attacking realm.

If you own either of the keeps closest to your border keep and its four towers, you can port to it. These keeps are Dun Scaithag and Dun Ailinne for Hibernia, Fensalir Faste and Arvakr Faste for Midgard, and Caer Renaris and Caer Hurbury for Albion.

If you own either of the keeps closest to your border keep (listed above), and your realm's island keep and its four towers, then you may port to your realm's island keep. The island keeps for each realm are as follows: Dun nGed (Hibernia), Glenlock Faste (Midgard), and Caer Boldiam (Albion).

If you own either of the keeps closest to your border keep, your realm's island keep, and your realm's beachhead keep and its four towers, then you may port to your realm's beachhead keep. The beachhead keeps for each realm are as follows: Dun Crauchon (Hibernia), Bledmeer Faste (Midgard), and Caer Benowyc (Albion).

If you own either of the keeps closest to your border keep, your realm's island keep, and your realm's beachhead keep, then you may port to any enemy coastal keep that your realm captures (provided that your realm also controls all four towers of the enemy coastal keep).

You can never port into your realm's three non-beachhead coastal keeps. The non-beachhead coastal keeps for each realm are listed below:

Albion
Caer Berkstead, Caer Erasleigh, Caer Sursbrooke

Hibernia
Dun Crimthain, Dun Bolg, Dun daBehnn

Midgard
Nottmoor Faste, Blendrake Faste, Hlidskiaf Faste

You can never port into the enemy's three inland keeps. The inland keeps for each realm are listed below:

Albion
Caer Boldiam, Caer Hurbury, Caer Renaris

Hibernia
Dun nGed, Dun Ailinne, Dun Scaithag

Midgard
Glenlock Faste, Fensalir Faste, Arvakr Faste

The three beachhead keeps are the only keeps that have the potential to be teleported to by both the defending and attacking realm.

Furthermore, the place that you keep an enemy relic has changed as well. You no longer store an enemy realm's relics in your own relic keep when you capture them, but rather you place the enemy relic in one of your own keeps in your frontier. This makes it easier to retrieve the relic if you should lose it, however it also means much more vigilance on the part of the realm that holds the relic. A keep may only hold one relic, so if you have all four enemy relics, that means four of your own keeps will need to be defended particularly stoutly.

One last note in regard to the New Frontiers; realm ranks have been extended all the way to Realm Rank 12 (Level 0). Not only do you get additional realm points and skill advances for reaching these levels, but you also get a title that your realm mates can see.

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Realm Abilities

Realm abilities (RAs) are special skills that can be purchased through the use of Realm Rank Points. These points are gained as you climb your way through the Realm Rank ladder. With each increasing Realm Rank Level, you gain one point. These points can be either saved up or spent to purchase powerful and useful abilities.

The abilities available to you depend on what class you play. There are also unique realm abilities, which are only available to a single class.

Realm Point Costs are standardized. The Realm abilities fall into one of two categories: RAs with five levels and RAs with three levels.

Every class is granted a free "Class Specific" RA at Realm Rank 5. Most of these are on a 10 or 15 minute timer, based on power. The RA system has a scaling return for the purchase of higher tier RAs. Purchasing level one of an RA will provide a better return on investment than purchasing level two, but the scaling is designed to encourage players to spec higher in specific RAs, allowing for more diversity in RA templates.

Realm Abilities

Name	Abbreviation	Type	Description	Level 1 Effect	Level 2 Effect	Level 3 Effect	Level 4 Effect	Level 5 Effect	Prerequisite
			Cost	**1**	**3**	**6**	**10**	**14**	
Augmented Acuity	Aug Acu	Passive	Increases primary casting stat by the listed amount per level.	4	12	22	34	48	
Augmented Constitution	Aug Con	Passive	Increases Constitution by the listed amount per level.	4	12	22	34	48	
Augmented Dexterity	Aug Dex	Passive	Increases Dexterity by the listed amount per level.	4	12	22	34	48	
Augmented Quickness	Aug Qui	Passive	Increases Quickness by the listed amount per level.	4	12	22	34	48	
Augmented Strength	Aug Str	Passive	Increases Strength by the listed amount per level.	4	12	22	34	48	
Avoidance of Magic	AoM	Passive	Reduces all magic damage taken by the listed percentage. (This only works on damage. Does not work on disease, dots, or debuffs and does not affect the duration of crowd control spells)	2%	5%	10%	15%	20%	
Determination	Det	Passive	Reduces the duration of all crowd control spells by the listed percentage.	1%	4%	10%	20%	34%	
Ethereal Bond	EB	Passive	Increases power points by the listed amount.	15	40	75	130	200	
Falcon's Eye	FE	Passive	Increases the chance of dealing a critical hit with archery by the listed percentage amount.	3%	9%	17%	27%	39%	
Lifter	—	Passive	Increases the max encumbrance of the character and the speed at which the character can move rams they control by the listed percentage.	10%	25%	45%	70%	95%	
Long Wind	LW	Passive	Decreases the amount of endurance taken per tick when sprinting, by the number listed.	1	2	3	4	5	
Mastery of Blocking	MoB	Passive	Increases chance to block by the listed percentage.	2%	5%	10%	16%	23%	
Mastery of Focus	MoF	Passive	Increases the level of all spells cast by the listed amount for out-right resistance purposes. (caps at level 50)	3	9	17	27	39	Minimum Character Level 40

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Name	Abbreviation	Type	Description	Level 1 Effect	Level 2 Effect	Level 3 Effect	Level 4 Effect	Level 5 Effect	Prerequisite
			Cost	1	3	6	10	14	
Mastery of Healing	—	Passive	Increases the effectiveness of healing spells by the listed percentage.	2%	5%	12%	19%	28%	
Mastery of Magery	MoM	Passive	Additional effectiveness of magical damage by listed percentage.	2%	4%	7%	11%	15%	
Mastery of Pain	MoPain	Passive	Increases chance to deal a critical hit in melee per listed percentage. (Passes on to Necro Pets)	3%	9%	17%	27%	39%	
Mastery of Parrying	MoParry	Passive	Increases chance to parry by the listed percentage.	2%	5%	10%	16%	23%	
Mastery of Stealth	MoS	Passive	Modifies stealth detection and stealth movement. Camouflage counters the Mastery of Stealth bonus, allowing an archer to only be seen at the normal range. Doesn't affect detect hidden classes when they are detecting other detect hidden classes. (Meaning it has no effect on assassins detecting assassins.)	5%/ 75	10%/ 175	15%/ 300	20%/ 450	25%/ 625	
Physical Defense	PD	Passive	Reduces all physical damage taken by the listed percentage.	2%	5%	12%	19%	28%	
Serenity	—	Passive	Increases amount of power regenerated per tick by the number listed.	1	2	3	5	7	
Toughness	Tough	Passive	Increases hit points by the listed amount.	25	75	150	250	400	Minimum Character Level 40
Veil Recovery	—	Passive	Reduces the duration of resurrection illnesses by the percentage listed.	10%	20%	40%	60%	80%	
Wild Healing	WH	Passive	Adds the listed percentage chance to c ritical heal on each target of a heal spell.	3%	9%	17%	27%	39%	
Wild Minion	WM	Passive	Increases chance of pet dealing a critical hit in melee by the listed percentage.	3%	9%	17%	27%	39%	
Wild Power	WP	Passive	Increases chance to deal a critical hit with all spells that do damage, including DoTs, by listed percentage.	3%	9%	17%	27%	39%	

Timed

Name	Abbreviation	Type	Description	Reuse Timer (RUT)	Level 1 Effect	Level 2 Effect	Level 3 Effect
				Cost	5	10	15
Adrenaline Rush	AR	Active	Doubles the base melee damage for 20 seconds.	See Effect	20 min	10 min	5 min
Ameliorating Melodies	AM	Active	Heals all members of the group (except the user) by the listed amount each tick for 30 seconds. (10 total ticks)	900 sec	100	250	400
Anger of the Gods	—	Active	30 second group damage add that stacks with all other damage adds and ignores caps. DPS bonus as listed.	600 sec	10 dps	20 dps	30 dps

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Timed *Continued*

Name	Abbreviation	Type	Description	Reuse Timer (RUT)	Level 1 Effect	Level 2 Effect	Level 3 Effect
				Cost	5	10	15
Arrow Summoning	—	Active	Summons 30 mystical footed flight broadhead arrows: 10 barbed, 10 keen, 10 blunt into the user's inventory. The arrows are not tradable and will disappear when a character logs out of the game.	See Effect	900 sec	300 sec	5 sec
Barrier of Fortitude	BoF	Active	Grants the group a melee absorption bonus based on the percentage listed. 30 second duration. (Does not stack with Soldier's Barricade or Bedazzling Aura.)	600 sec	10%	20%	40%
Bedazzling Aura	BAoD	Active	Grants the group increased resistance to magical damage for 30 seconds by the percentage listed. (Does not stack with Soldier's Barricade or Barrier of Fortitude)	600 sec	10%	20%	40%
Charge	—	Active	Grants unbreakable speed 3 for 15 second duration. Grants immunity to roots, stun, snare, and mesmerize spells. Target will still take damage from snare/root spells that do damage.	See Effect	15 min	5 min	90 sec
Concentration	—	Active	Refreshes the timer on quick-cast allowing for a second quick-casted spell without the normal 30 second wait.	See Effect	15 min	3 min	30 sec
Dashing Defense	—	Active	The tank can block and parry for all groupmates within a 1,000 radius for the duration listed. Each attack only has the chance of being blocked/parried once, regardless of how many characters in a group have Dashing Defense active at one time.	600 sec	10 sec	25 sec	1 min
Decimation Trap	DT	Active	AE damage trap with 350 radius. Damage as listed. The trap lasts ten minutes or until detonated (whichever comes first). Energy based. 2 second non-interruptible cast time.	900 sec	300	600	900
Divine Intervention	—	Active	Gives the group a buff that provides a pool of healing. If anyone in the group takes damage inflicted through combat, they will be immediately healed from the healing pool. Pool size is based on the numbers listed. Does not heal the user. Buff Duration: 20 minutes.	600 sec	1,000	2,000	3,000

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Name	Abbreviation	Type	Description	Reuse Timer (RUT)	Level 1 Effect	Level 2 Effect	Level 3 Effect
				Cost	5	10	15
Dual Threat	—	Passive	Grants a bonus chance to critical hit on both melee and magic based attacks. Percentage chance as listed. (While this stacks with Wild Power and Mastery of Pain, please note that there is a 50% hard cap on the chance to crit.)	Passive	5%	10%	20%
First Aid	FA	Active	Heals the user by the listed percentage.	180 sec	25%	60%	100%
Ichor of the Deep	Ichor	Active	Spirit-based root plus direct damage spell. 1875 range with 500 radius. Damage and duration as listed. Two second non-interruptible cast time.	600 sec	150 dam/ 10 sec	400/20	600/30
Ignore Pain	IP	Active	Heal that grants health equal to the percentage listed. Can be used when in combat.	900 sec	20%	50%	80%
Juggernaut	Jugg	Active	Increases the effective level of the pet by the listed number of levels for 60 seconds. (capped at level 70)	900 sec	10	20	30
Mastery of Concentration	MoC	Active	Grants a 100% bonus to avoid being interrupted by any form of attack when casting a spell. The effect of the spell cast will be reduced to the percentages listed. (Necro version transfers to the pet)	600 sec	25%	50%	75%
Mystic Crystal Lore	MCL	Active	Grants a refresh of power based on the percentages listed. Cannot be used when in combat.	180 sec	25%	60%	100%
Negative Maelstrom	NM	Active	A 2 second non-interruptible cast time cold based pulsing GTAE storm with 350 radius. Ground target range is 1500. The damage of the storm grows with each pulse.	900 sec	20	40	60
Perfect Recovery	—	Active	Instantly resurrects the target with no res effects with the listed amount of health and power.	300 sec	5%	20%	100%
Purge	—	Active	Removes all negative effects but leaves any applicable immunity timers in place. Level 1 purge is on a 15 minute timer but has a 5 second delay. Level 2 is on the same timer but has no delay. Level 3 is on a 5 minute timer and has no delay.	900 sec	5 sec delay	no delay	300 sec reuse
Raging Power	RP	Active	Grants a refresh of power based on the percentages listed. Can be used when in combat.	600 sec	25%	50%	80%
Reflex Attack	—	Passive	Gives a chance to automatically counter-attack with an unstyled swing (or a swing from each hand in the case of duel wielding classes) anytime a hit is taken. Works against attacks from all 360 degrees with the chance based on the percentages listed.	Passive	5%	15%	30%

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Timed *Continued*

Name	Abbreviation	Type	Description	Reuse Timer (RUT)	Level 1 Effect	Level 2 Effect	Level 3 Effect
				Cost	5	10	15
Second Wind	SW or 2W	Active	Restores 100% of the user's endurance.	See Effect	15 min	5 min	2 min
Soldier's Barricade	SB	Active	Grants the group an absorption bonus to all forms of damage based on the percentages listed. 30 Second duration. (Does not stack with Barrier of Fortitude or Bedazzling Aura)	600 sec	5%	15%	25%
Speed of Sound	SoS	Active	Group ability that allows unstoppable speed 4 movement for the listed duration. Gives immunity to stun/snare/root and mesmerize spells. If the spell has a damage component, the target will take damage but be immune to the stun/snare/root or mesmerize. It breaks with any action taken except healing. (Will be negated by speedwarp.)	600 sec	10 sec	30 sec	60 sec
Static Tempest	—	Active	Delivers a 360 radius targeted storm that procs a 3 second unresistible stun every 5 seconds for the duration listed.	600 sec	10 sec	15 sec	30 sec
Strike Prediction	—	Active	Grants all group members a chance to evade all melee and arrow attacks for 30 seconds. This does not stack with any other chance to evade and will only benefit classes with no or very low chances of evading.	600 sec	5%	10%	20%
The Empty Mind	—	Active	Grants the user 45 seconds of increased resistances to all magical damage by the percentage listed. This only works on damage and does not affect the duration of crowd control spell. (Necro version transfers to pet)	600 sec	10	20	30
Thornweed Field	TWF	Active	Creates a field of thorns that damage and snare all enemies caught within. 500 radius. Pulses every 3 seconds. 2 second non-interruptible cast time. 1,500 range	600 sec	25 dam/sec	100/20	250/30
Trueshot	—	Active	Grants a 50% range bonus to the next arrow fired. This arrow will penetrate and pop blade turn.	See Effect	10 min	3 min	30 sec
Vanish	—	Active	Provides the stealther with super stealth, which can not be broken. Also will purge DoTs and Bleeds and provides immunity to crowd control. This ability lasts for 1 to 5 seconds depending on level of Vanish. The stealther also receives an increase in movement speed as listed. A stealther can not attack for 30 seconds after using this ability.	900 sec	Normal , Speed 1 sec immunity	Speed 1, 2 sec immunity	Speed 5, 5 sec immunity

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Name	Abbreviation	Type	Description	Reuse Timer (RUT)	Level 1 Effect	Level 2 Effect	Level 3 Effect
				Cost	5	10	15
Vehement Renewal	VR	Active	Instantly heals all group members (except the user) within 2,000 range for the amount listed.	600 sec	375	750	1500
Viper	—	Passive	Increases the damage of poisons by the listed amount.	Passive	25%	50%	100%
Volcanic Pillar	VP	Active	Heat based AE damage spell with 500 radius. Damage as listed. 2 second non-interruptible cast time. 1500 range Target is enemy.	900 sec	200	500	750
Wrath of Champions	WoC	Active	Spirit Based instantly cast PBAE with 150 radius that does the listed damage.	600 sec	200	500	750

Class Unique

Name	Abbreviation	Type	Description	Reuse Timer (RUT)	Class
Allure of Death	—	Active	Bonedancer appearance is changed to skeletal form for 60 seconds to confuse enemy. When in skeletal form, the Bonedancer has a 75% chance of out-right resisting Nearsight and all Crowd Control spells.	600 sec	Bonedancer
Arms Length	AL	Active	10 second unbreakable burst of extreme speed.	900 sec	Eldritch
Assassinate	—	Active	Infiltrator selects a target within 750 range and spends 15 seconds (without moving) preparing the assassination attempt. The attempt fails (but the recast timer is not reset) if the assassin takes any action during those 15 seconds, or if the target moves more then 750 units away from the user. Once prepared, the next attack on that target by the assassin will not break stealth.	600 sec	Infiltrator
Badge of Valor	BoV	Active	Champion's melee damage for the next 20 seconds will be INCREASED by the target's armor-based ABS instead of decreased.	900 sec	Champion
Blade Barrier	—	Active	For 30 seconds the Blademaster parries 90% of all melee attacks. The Blademaster is unable to attack during this time. If the Blademaster attempts a style while this effect is still up, it will cancel the effect.	300 sec	Blademaster
Blinding Dust	Dust	Active	Insta-cast PBAE Attack that causes the enemy to have a 25% chance to fumble melee/bow attacks for the next 15 seconds.	300 sec	Mercenary
Blissful Ignorance	—	Active	Allows the Savage to fire all savagery buffs for a single round without paying any hit point penalty.	300 sec	Savage
Boiling Cauldron	—	Active	Summons a large cauldron that boils in place for 5 seconds before spilling and doing damage to all those nearby.	15 min	Warlock

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Class Unique *Continued*

Name	Abbreviation	Type	Description	Reuse Timer (RUT)	Class
Call of Darkness	—	Active	When active, the necromancer can summon a pet with only a 3 second cast time. The effect remains active for 15 minutes, or until a pet is summoned.	900 sec	Necromancer
Calming Notes	—	Active	Insta-cast spell that mesmerizes all enemy pets within 750 radius for 30 seconds.	300 sec	Minstrel
Chain Lightning	CL	Active	Casts a lighting bolt that jumps from the first target to 5 additional targets each within 500 range. 90/80/70/60/50% damage for each leap.	600 sec	Thane
Desperate Bowman	—	Active	This ability is used with a bow. Does 300 damage and a 5 second (non resistible) stun. Bow and melee cannot be used for 15 seconds afterwards.	900 sec	Ranger
Dreamweaver	—	Active	Bard creates an illusion that makes himself or herself look like a different race and class for a 5 minute duration. The bard's instrument also takes the illusion of another weapon and no spell effects are shown when casting a spell.	600 sec	Bard
Entwining Snakes	—	Active	Insta-cast spell that is PBAE 50% snare lasting 20 seconds with a 350 unit radius. Snare breaks on attack.	600 sec	Hunter
Epiphany	—	Active	25% Group power refresh. Skald must be out of combat to use. (group members may be in combat)	600 sec	Skald
Fanaticism	—	Active	All Heretic groupmates who are able to bind at a keep or tower lord receive a reduction in all spell damage taken for 45 seconds.	15 min	Heretic
Ferocious Will	—	Active	Gives the zerker an ABS buff that ticks up by 5% every 5 seconds for a max of 25% at 25 seconds. Lasts 30 seconds total.	600 sec	Berserker
Fungal Union	—	Active	Turns the animist into a mushroom for 60 seconds. Does not break on attack. Grants the animist a 10% chance of not spending power for each spell cast during the duration.	300 sec	Animist
Fury of Nature	—	Active	Double style damage for 30 seconds. All damage done returns 100% to the group in spread heal form. (excluding the warden)	600 sec	Warden
Mark of Prey	—	Active	Grants all members of the Vampiir's group a 30 second damage add that stacks with all other forms of damage add. All damage done via the damage add will be returned to the Vampiir as power.	10 min	Vampiir
Minion Rescue	—	Active	2 second cast (non-interruptible) PBAE that summons 1 level 50 fire elemental for every enemy within 500 radius. (max 8) Pets have 50 hit points, but proc a 3 second stun (duration unaffected by resists). The fire elementals have a max durations of 6 seconds.	600 sec	Theurgist

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Name	Abbreviation	Type	Description	Reuse Timer (RUT)	Class
Nature's Womb	—	Active	Insta-cast spell that stuns the druid for 5 seconds and converts all damage taken into healing.	600 sec	Druid
Remedy	—	Active	Nightshade ingests poison that costs 10% life but grants poison/dot/proc immunity for 60 seconds. Can be activated while stealthed without breaking stealth. HP loss is returned when the duration is up.	300 sec	Nightshade
Resolute Minion	—	Active	Pet is immune to all forms of Crowd Control for 60 seconds. Will not purge any CC that already exists on the pet.	600 sec	Cabalist
Restorative Mind	—	Active	Group Frigg that heals health, power, and endurance over 30 seconds for a total of 50%. (5% is granted every 3 seconds regardless of combat state)	600 sec	Shaman
Retribution of the Faithful	—	Active	30 second buff that has a chance to proc a 3 second (duration undiminished by resists) stun on any melee attack on the cleric.	300 sec	Cleric
Rune of Utter Agility	—	Active	Runemaster gets a 90% chance to evade all melee attacks (regardless of direction) for 15 seconds.	600 sec	Runemaster
Searing Pet	—	Active	Causes the pet to cast a PBAE DoT that ticks for 6 times for 25 points of damage per tick.	120 sec	Enchanter
Selective Blindness	—	Active	When cast on an enemy player or pet, this debuff will prevent that player or pet from being able to attack the Mentalist for 20 seconds. (duration unaffected by resists). 1,500 range, 150 radius. 2s uninterrupted cast. The blindness will drop on any target the Mentalist attacks.	300 sec	Mentalist
Selfless Devotion	—	Active	Triples the effect of the Paladin healing chant for 1 minute on all groupmates excluding the Paladin himself.	900 sec	Paladin
Shadow Strike	—	Active	Shadowblade takes 10 seconds to disappear in the shadows. Once in the shadows the SB will automatically teleport to and perf any enemy they choose within 1000 radius. Usable only at night. Can not be used to enter a locked keep or tower.	600 sec	Shadowblade
Shield of Immunity	—	Active	Shield that absorbs 90% melee/archer damage for 20 seconds.	900 sec	Sorcerer
Shield Trip	—	Active	Throws shield at target, rooting them in place for 10 seconds (undiminished by resists). Scout cannot attack for 15 seconds afterwards.	900 sec	Scout
Snapshot	—	Active	Armsman can draw and fire a crossbow shot when on the run for 60 seconds. (Normal draw time applies.)	600 sec	Armsman
Sonic Barrier	—	Active	Increases the armor ABS of all groupmates for 45 seconds by a multiple of their existing ABS.	10 min	Bainshee
Soul Quench	—	Active	Insta-PBAE attack that drains 250 points (modified up or down by the Reaver's SR level) from all nearby enemies and returns 75% to the Reaver.	600 sec	Reaver

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Class Unique *Continued*

Name	Abbreviation	Type	Description	Reuse Timer (RUT)	Class
Spirit Martyr	—	Active	SM sacrifices pet in exchange for heal to all in group. Amount healed is dependant on the health of the pet at the time of release. 1,200 total healing pool for a full health pet. Max of 600 hit points per any group member.	600 sec	Spiritmaster
Sputin's Legacy	—	Active	Healer can insta-cast a resurrect buff on themselves. Buff lasts 30 seconds. If the healer dies while buff is up, they have the option to /resurrect themselves anytime within 10 minutes after death with 10% H/E/P. The healer must wait 10 seconds before /resurrecting themselves.	900 sec	Healer
Tactics	—	Active	Increases group's ability to block/parry/evade by 10% for 30 seconds.	600 sec	Hero
Testudo	—	Active	Warrior with shield equipped covers up and takes 90% less damage for all attacks for 45 seconds. Can only move at reduced speed (speed buffs have no effect) and cannot attack. Using a style will break testudo form.	900 sec	Warrior
Vale Defense	—	Active	Gives the group a 300 point 50% ablative that lasts for 10 minutes or until depleted.	600 sec	Valewalker
Valhalla's Blessing	—	Active	Each spell and style used by group members has a chance of not costing power or endurance for 30 seconds.	10 min	Valkyrie
Wall of Flame	—	Active	Insta-cast spell that drops a ward that pulses a 150 radius PBAE fire based for 15 seconds. Pulse is 400 points of damage every 3 seconds.	900 sec	Wizard
Whirling Staff	—	Active	PBAE attack that does moderate damage and makes all melee targets in 350 radius unable to attack for 6 seconds.	600 sec	Friar

Realm Ranks

Realm Rank 1

+0 to skills

Titles:

Guardian (Albion)

Savant (Hibernia)

Skiltvakten (Midgard)

Level	Realm Points	Realm Ability Points
1l1	0	1
1l2	25	2
1l3	125	3
1l4	350	4
1l5	750	5
1l6	1,375	6
1l7	2,275	7
1l8	3,500	8
1l9	5,100	9

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Realm Rank 2

+1 to skills

Titles:

Warder (Albion)

Consantoir (Hibernia)

Isen Vakten (Midgard)

Level	Realm Points	Realm Ability Points
2L0	7,125	10
2L1	9,625	11
2L2	12,650	12
2L3	16,250	13
2L4	20,475	14
2L5	25,375	15
2L6	31,000	16
2L7	37,400	17
2L8	44,625	18
2L9	52,725	19

Rank 3

+2 to skills

Titles:

Myrmidon (Albion)

Brehon (Hibernia)

Flammen Vakten (Midgard)

Level	Realm Points	Realm Ability Points
3L0	61,750	20
3L1	71,750	21
3L2	82,775	22
3L3	94,875	23
3L4	108,100	24
3L5	122,500	25
3L6	138,125	26
3L7	155,025	27
3L8	173,250	28
3L9	192,850	29

Rank 4

+3 to skills

Titles:

Gryphon Knight (Albion)

Grove Protector (Hibernia)

Elding Vakten (Midgard)

Level	Realm Points	Realm Ability Points
4L0	213,875	30
4L1	236,375	31
4L2	260,400	32
4L3	286,000	33
4L4	313,225	34
4L5	342,125	35
4L6	372,750	36
4L7	405,150	37
4L8	439,375	38
4L9	475,475	39

Rank 5

+4 to skills

Titles:

Eagle Knight (Albion)

Raven Ardent (Hibernia)

Stormur Vakten (Midgard)

Level	Realm Points	Realm Ability Points
5L0	513,500	40
5L1	553,500	41
5L2	595,525	42
5L3	639,625	43
5L4	685,850	44
5L5	734,250	45
5L6	784,875	46
5L7	837,775	47
5L8	893,000	48
5L9	950,600	49

Rank 6

+5 to skills

Titles:

Pheonix Knight (Albion)

Silver Hand (Hibernia)

Isen Herra (Midgard)

Level	Realm Points	Realm Ability Points
6L0	1,010,625	50
6L1	1,073,125	51
6L2	1,138,150	52
6L3	1,205,750	53
6L4	1,275,975	54
6L5	1,348,875	55
6L6	1,424,500	56
6L7	1,502,900	57
6L8	1,584,125	58
6L9	1,668,225	59

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Rank 7

+6 to skills

Titles:

Alerion Knight (Albion)

Thunderer (Hibernia)

Flammen Herra (Midgard)

Level	Realm Points	Realm Ability Points
7L0	1,755,250	60
7L1	1,845,250	61
7L2	1,938,275	62
7L3	2,034,375	63
7L4	2,133,600	64
7L5	2,236,000	65
7L6	2,341,625	66
7L7	2,450,525	67
7L8	2,562,750	68
7L9	2,678,350	69

Rank 8

+7 to skills

Titles:

Unicorn Knight (Albion)

Gilded Spear (Hibernia)

Elding Herra (Midgard)

Level	Realm Points	Realm Ability Points
8L0	2,797,375	70
8L1	2,919,875	71
8L2	3,045,900	72
8L3	3,175,500	73
8L4	3,308,725	74
8L5	3,445,625	75
8L6	3,586,250	76
8L7	3,730,650	77
8L8	3,878,875	78
8L9	4,030,975	79

Rank 9

+8 to skills

Titles:

Lion Knight (Albion)

Tiarna (Hibernia)

Stormur Herra (Midgard)

Level	Realm Points	Realm Ability Points
9L0	4,187,000	80
9L1	4,347,000	81
9L2	4,511,025	82
9L3	4,679,125	83
9L4	4,851,350	84
9L5	5,027,750	85
9L6	5,208,375	86
9L7	5,393,275	87
9L8	5,582,500	88
9L9	5,776,100	89

Rank 10

+9 to skills

Titles:

Dragon Knight (Albion)

Emerald Rider (Hibernia)

Einherjar (Midgard)

Level	Realm Points	Realm Ability Points
10L0	5,974,125	90
10L1	6,176,625	91
10L2	6,383,650	92
10L3	6,595,250	93
10L4	6,811,475	94
10L5	7,032,375	95
10L6	7,258,000	96
10L7	7,488,400	97
10L8	7,723,625	98
10L8	7,963,725	99

Rank 11

Titles:

Lord/Lady (Albion)

Barun/Banbharun (Hibernia)

Herra/Fru (Midgard)

Level	Realm Points	Realm Ability Points
11L0	8,208,750	100
11L1	9,111,713	101
11L2	10,114,001	102
11L3	11,226,541	103
11L4	12,461,460	104
11L5	13,832,221	105
11L6	15,353,765	106
11L7	17,042,680	107
11L8	18,917,374	108
11L9	20,998,286	109

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Rank 12

Titles:

Baronet/Baronetess (Albion)

Ard Tiarna/Ard Bantiarna (Hibernia)

Hersir/Baronsfru (Midgard)

Level	Realm Points	Realm Ability Points
12L0	23,308,097	110

Slash Commands and Macros

A big part of Realm vs. Realm combat is knowing your slash commands and making macros. To make a macro, use the following formula (without brackets):

/macro [title you want] /Command text



Here's an example of an assist macro that will feed you targets from someone else in your group who is either the main tank or caster assist. When joining an RvR group, always ask who the main assist is and then make this macro:

/Macro assist /assist name

Once you finish typing that, a little box will pop up that you then place on your hot bar. Each time you press the button, the target will refresh. The more people who are attacking the same target, the faster it will go down. Plus, crowd control spells will be more effective because no one will be breaking them.

Here is a complete list of slash commands that can be used for RvR, PvE, communication in general, and more:

Slash Commands

Command	Description
/bind	Binds your character to a location near a binding stone
/charcopy [Server] [Character Name]	Copies your specified character to the Pendragon test server from the specified server
/duel accept	Accepts a duel
/duel challenge	Challenges the target to a duel
/duel surrender	Surrender to a dueling opponent
/follow	Automatically follows the target, assuming you are moving at the same speed as the target
/friend [playername]	Adds the specified player to your friends list
/hood	Toggles the hood on and off when wearing a hooded cloak
/lastname [preferred last name]	When used at a Name Registrar NPC, the /lastname command will apply the selected lastname to the character. You may use /lastname by itself to clear a character's current lastname instead of applying a new one.
/level	Players that have a level 50 character on any server may create level 20 characters on any other server by typing /level and clicking on their trainer.
/map	Displays the in-game map system with the map of the zone you're currently in
/mbuy	Allows player to purchase multiple items from the merchant.
/nohelp	Prevents situations where a player outside of his or her group is healing, for the purpose of leeching experience from a monster kill, without his or her consent. Note: Turns off effects of healing, regen, and some artifacts.
/pray	Pray near your gravestone to receive some experience back
/qbar [#]	Switches to the specified quickbar (each quickbar has a number assigned to it)
/qbind	Displays all of your current keybindings
/qbind [bar#] [slot#] [quickbar#]	Binds a new key. Example: /qbind 1 2 2 will bind a key to Quickbar Page 1, Slot 2, QuickBar 2.
/quit	Logs out your character
/quiver	Brings up the quiver window (TOA ONLY)

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Slash Commands *Continued*

Command	Description
/quiver dump	Takes all arrows in the quiver and drops them to the ground
/qunbind [bar#] [slot#]	Gets rid of a keybinding
/random [#]	Prints out a random number between 1 and the number specified; Used primarily for decision making in-game
/range	This command works similar to /gtrange but is based off of your current target rather than your ground target.
/recall	Release corpse to a nearby keep or tower lord, must bind to the lord first. Only available to certain classes.
/release	Releases your character from death and returns him to his binding point. You may type /release house to release to your home if you have bound in one.
/respec realm | all | [specialization line]	Typed while targeting a class trainer, players may choose to respecialize a trained line of specialization.
/salvage	Salvage raw goods from an item; may only be done by crafters with high enough skill
/sit	Character sits down
/spacing normal | big | huge	Sets the spacing settings on Bonedancer minion pets in a formation; Normal is the default setting
/stand	Character stands up
/stats	Displays a window with your character's current statistics (HP healed, resurrections performed, and your current gamplay "I Remain Standing…" score)
/stats rp | killrp | kills | deathblows | irs | heal | resurrect	Displays stats for the specified type for the current gaming session
/statsanon	Toggles anonymous settings for real time online statistics garnered from the /stats commands
/stuck	Logs character out of the game and resets location to a nearby spot. Use when stuck in world geometry. If /stuck fails to correct the problem, please /appeal using the "Appeal: Stuck" category.
/transfer [keep name]	Transfers one's corpse to a Corpse Summoner; Keep name is cAsE sEnSiTivE
/upgrade	Upgrade a keep door; must have high enough skill in woodcrafting to perform this task

Alliances

Command	Description
/gc aaccept	Accept an alliance invitation
/gc acancel	Cancel an alliance invitation
/gc adecline	Decline an alliance invitation
/gc ainvite	Invite another guild to join your alliance
/gc amotd	Displays the alliance message of the day
/gc amotd [text]	Sets the alliance message of the day to the specified text
/gc aremove leader	Removes your entire guild from your current alliance.
/gc aremove [#]	Removes the specified guild (listed by number) from the alliance

Battlegroups

Command	Description
/bg grantcredit [MasterLevel] [PlayerName]	Allows Batttlegroup Leader to grant credit for completed Master Level steps.
/battlegroup groupclass	Shows the class makeup of each of the groups in the battlegroup
/battlegroup groups	Will display a group focused version of the /battlegroup who command. It will identify who is grouped within the battlegroup, who is grouped with people outside the group, and who is solo.
/battlegroup invite [playername]	Invites the specified player to the battlegroup
/battlegroup join [moderator name]	Join a public battlegroup by name of the moderator
/battlegroup join [moderator name] [password]	Join a private battlegroup which has a password set

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Command	Description
/battlegroup leave	Remove oneself from the battlegroup
/battlegroup listen	Puts the battlegroup on listen mode; only the moderator and leaders can speak
/battlegroup loot treasurer | normal	Toggles the treasurer feature on and off.
/battlegroup lootlevel [level]	Sets a threshold for the level an item must be to enter into this system.
/battlegroup password	Display the current password for the battlegroup (moderator only)
/battlegroup password clear	Clears the current battlegroup password
/battlegroup password [new password]	Sets a new password
/battlegroup private	The battlegroup is invite or password-only
/battlegroup public	The battlegroup is public and anyone can join by typing /bg join
/battlegroup remove [playername]	Removes the specified player from the battlegroup
/battlegroup status	Displays the current member count of the battlegroup
/battlegroup treasurer [battlegroup member name]	Designates the specified player as the treasurer for the battlegroup.
/battlegroup who	Lists all members of the battlegroup
/bg credit	Displays credit for Battlegroup Master Level encounters that have been completed within the last 10 minutes. This command can be used by the Battlegroup leader without restriction.

Card Game Commands

Command	Description
/deal [playername] [u/d]	Deals the specified player a card and defines if it should appear up (u) or down (d)
/discard [#]	Discards the card in your hand that you specify; /discard all will get rid of all cards
/held	Returns a list of all cards in your hand
/roll [number of dice]	Simulates a dice roll; Specify the number of die rolls you want (six-sided dice only).
/show	Shows your entire hand to those around you
/shuffle [number of decks]	Create the number of decks you specify and automatically shuffle them. User must use this command before attempting to /deal.

Chat Groups

Command	Description
/cg help	Displays all chat group commands
/cg invite [playername]	Invites specified player to the chat group
/cg join [moderator name]	Join a public chat group by name of the moderator
/cg join [moderator name] [password]	Join a private chat group by name of the moderator and password
/cg leader	Declare another member of the chat group as leader; This player can invite other players into the chat group and speak when the chat group is on listen mode.
/cg leave	Leave the current chat group
/cg listen	Puts the chat group on listen mode; only the moderator and leaders can speak
/cg password	Display the current password for the chat group (moderator only)
/cg password clear	Clears the current password (moderator only)
/cg password [new password]	Sets the password for the chat group
/cg private	The chat group is invite or password-only
/cg public	The chat group is public and anyone can join by typing /cg join
/cg remove [playername]	Removes the specified player from the chat group
/cg who	Lists players in the chat group

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Chatting

Command	Description
/afk [message]	Sets character "away from the keyboard." You may also set an optional [message] to display when players try to contact you while AFK.
/asend (or /as)	Sends a message to the alliance chat
/broadcast (or /br)	Broadcasts a message across a wider area
/chat (or /c)	Speaks to the chat group
/chatlog	Players may open a chat log to a different filename than *chat.log*. The extention *.log* is automatically appended to whatever name you choose. Typing "/chatlog pendtest" would create a file called *pendtest.log* in your *camelot* directory.
/emote (or /em, or /e)	Lists the available in-game emotes
/group (or /g)	Sends a message to your group
/guild (or /gu)	Sends a message to your guild
/ignore [playername]	Ignores the specified player
/osend (or /o)	Sends a message to officer chat (must be a guild officer)
/rpfilter [abbreviation] [text]	Allows players to filter out commonly used game terms and abbreviations for any text that he/she wishes. Example: "/rpfilter LFG looking for group" would replace any occurance of "LFG" with "looking for group."
/rpfilteroff	Turns the roleplaying filter off
/rpfilteron	Turns the roleplaying filter on
/say (or /s)	Speak outside of a group or guild in a small radius around your character
/send [playername] (or /tell [playername])	Sends a private message to the specified player
/whisper	Speaks softly in an extremely close range
/yell (or /y)	Yells for help; add text (/yell [text]) to speak in a wider range

Emotes

Command	Description
/angry	Make an angry face.
/bang	Bang on your shield loudly
/beckon	Beckon someone to you with your hand
/beg	Plead for items or money
/blush	Act in a shy manner
/bow	Give an honorable bow
/charge	Onward!
/cheer	Cheer with both hands in the air
/clap	Make a clapping gesture
/confuse	You look confused.
/cry	Sob pathetically
/curtsey	Give a low curtsey
/dance	Dance a little jig
/dismiss	Make a dismissing gesture
/doh	You slap your head in confusion.
/flex	Makes a flexing gesture
/hug	Makes a hugging gesture
/induct	Make a ceremonial induction gesture
/kiss	Blow a kiss
/laugh	Makes a laughing gesture
/lookfar	You look into the distance
/mememe	You demand someone pick you.
/military	A military salute
/no	Shake your head
/point	Points to something in front of you
/ponder	For when you just want to go "hmmmm…"
/present	To present someone with something
/raise	Raise your hand, as in volunteering
/rofl	You roll on the floor laughing.
/rude	Makes a rude gesture
/salute	Makes a stiff salute
/shiver	You shiver.
/shrug	Shrug your shoulders
/slap	Slap someone
/slit	Let your enemy know you mean business. Makes a slitting throat gesture.
/smile	Smile at someone
/stagger	You stagger about.
/stench	You wave away the local stench.
/surrender	I give up!
/sweat	You break into a sweat.
/taunt	A very mean gesture when you really want to irritate the enemy
/victory	Make a victory cheer
/wave	Makes a waving gesture
/yawn	You yawn.
/yes	Nod your head

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Fighting/Defensive Actions

Command	Description
/assist	Assist the target in battle
/cancelstyle	Toggles the feature that allows one to cancel their styles by executing them a second time
/face	Faces the target
/faceloc [x] [y]	Turns and faces your character into the direction of the x, y coordinates provided
/formation line | triangle | protect	Sets the positions of the Bonedancer minion pets in various formations around the Bonedancer; Triangle is the default setting.
/groundassist	Works similarly to /assist, but the target shared is a ground target such as the ones for GTAE spells, some Realm Abilities, and some siege weapons.
/guard	Guards the target; Requires the Guard ability
/protect	Protects the target; Requires the Protect ability
/stick	Sticks to the target; Same as /follow, but you remain much closer and the range at which you get "too far away" and break loose is smaller
/vdestination [x] [y]	Will sail your boat to a specified location (x, y) within your current zone
/vfollow	Allows the controller of a movable vehicle to follow their currently targeted object

Game Settings and Preferences

Command	Description
/anonymous (or /anon)	Make your character anonymous on the /who listings
/chatlog [filename]	Opens up a chatlog to the specified filename instead of *chat.log* The extension *.log* is automatically added to the filename specified.
/clientsleep background | minimized | none	Sets the client to go into "sleep mode" and use less processor power on one's computer. You can adjust these settings from the options menu as well.
/clock	Toggles the display of a new window that shows the current time of day (real time, not game time)
/colornames	Turns on the new name coloring features that make it easier to distinguish certain NPCs from others
/effects self | group | all | none	Toggle spell effects to show one's spell effects only, all, your group's, or none at all
/filter	Toggles the chat curse filter
/hidegraves	Hides all gravestones except for your own
/hidenames players | monsters | self | graves | all	Hide names of the specified objects (players, monsters, one's self, graves, or all objects)
/keyboard	Opens a window with the current keyboard configuration
/noqueue	Toggles the spell queuing system on and off
/oldnamecolors	Turns off the new colored name feature and returns to the original release name coloring
/quickbar Qbar# 1/0	Toggle quickbars when using multiple quickbars as introduced in 1.75. For example, to enable quickbar 2, use /quickbar 2 1.
/resetcamera	Resets the default camera settings
/scrollchat	Toggles the Chat Buffer scrolling. If it is toggled on, messages in your visible chat buffer will disappear after 90 seconds—but you will still be able to view old messages by scrolling back in the chat buffer.
/setcamera	Saves your default camera settings
/setwho class | trade	Sets how the player wishes to be displayed on a /who inquery. Class displays the character's class and level. Trade displays the tradeskill type and level of the character.
/shownames self | players | monsters | gravestones | groupmates | guildmates | enemies	Shows names of the specified objects (players, monsters, one's self, graves, or all objects)
/sshot [preferred basename of screenshot files]	Will take a screenshot and apply the specified image name as the base filename for screenshots taken after issuing this command. So executing "/sshot Raid" will name screenshots taken after as Raid-01.jpg, Raid-02.jpg, etc.
/trade	Toggles the ability to trade on and off
/webdisplay nopoints	Toggles whether or not your realm points, rank, and master level information is displayed on the Herald
/webdisplay trades	Toggles whether or not your tradeskill information is displayed on the Herald

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Getting Help

Command	Description
/advice	Lists available Player Advisors
/advice [name of advisor]	Sends a private question to the player advisor
/advisor	Makes you available to answer player questions as a Player Advisor
/appeal	Gives you the status of your appeal, unless it was a bug report, in which case an autoreply email will be sent to you
/appeal [text]	Make an appeal to customer service; be sure to choose the proper category from the pop up menu
/help	Displays the help window

Grouping

Command	Description
/autosplit	Toggles autosplitting of loot on or off; Group leaders who use this command will toggle the feature for the entire group
/autosplit coins	Autosplitting coins, when turned off, will send coins to the person who picked it up, instead of splitting it evenly across other members
/autosplit loot	Autosplitting loot, when turned off, will send loot to the person who picked it up, instead of splitting it evenly across other members
/autosplit self	Choose not to receive autosplit loot items. You will still receive autosplit coins.
/disband	Disband from the group
/invite [playername]	Invites a player to join your group. If no name is specified, it invites the currently targeted player
/makeleader	When used by a group leader, this command will make the named player (/makeleader "playername") or the current targeted group member the new leader of the group.

Guild Commands

Command	Description
/gc accept	Accepts a guild invitation
/gc alliance	Lists the alliance the guild is currently a part of
/gc autoremove account [accountname]	Guild leader command only; Removes all players from the guild whether or not he is online at the time from the specified account name
/gc autoremove [playername]	Guild leader command only; Removes a specified player from the guild whether or not he is online at the time
/gc cancel	Cancels an invitation to join the guild
/gc claim	Ranking guild member (with claiming permissions) in a group filled with all guild members may claim a keep in the name of the guild
/gc decline	Declines a guild invitation
/gc demote [#]	Demotes the target to the specified rank number
/gc edit	Lists editable pieces of the guild structure; To edit them, type /gc edit [editable section name].
/gc edit [ranknum] alli [y/n]	Ability for the guild leader to allow a rank to enter/leave alliances (create a diplomatic officer)
/gc edit [ranknum] motd [y/n]	Ability for the guild leader to allow a rank to edit the guild motd
/gc email	Set the guild's contact email address; Displayed on the Camelot Herald
/gc emblem	Sets the guild's emblem
/gc form	Forms the guild (8 people required)
/gc info	Returns a list of guild information
/gc invite [playername]	Invites the specified player to join the guild
/gc logins	Toggles a flag on your character which will send a text message informing you of whenever a member of your guild (who isn't anon) logs on or off
/gc motd	Lists the message of the day
/gc motd [text]	Sets the message of the day with the designated text
/gc omotd	Lists the officer guild message of the day (if one is an officer)
/gc omotd [text]	Sets the officer message of the day with the designated text
/gc promote [playername] [rank#]	Promotes the specified player to the specified rank number

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Guild Commands *Continued*

Command	Description
/gc quit	Removes oneself from the guild
/gc ranks	Lists the ranks in the guild. Leaders may also change these ranks with this command.
/gc release	Ranking guild member (with releasing permissions) can release a claimed guild keep
/gc remove	Removes target from the guild
/gc upgrade	Ranking guild member (with upgrading permissions) can upgrade a claimed keep's level
/gc webpage	Set the guild's website information; Displayed on the Camelot Herald
/gc who	Lists all of the players in the guild who are currently logged on
/guildcommand (or /gc)	Lists all of the available guild commands

Housing Commands

Command	Description
/housepickup	Automatically picks up and places all decorations from your house and garden into available space in your inventory. It will only pick up decoration objects—not Merchants, Vaults, or Tradeskill Tools.
/boot [playername]	Kicks a player out of your house
/bountyrent [personal | guild] [amount]	This will allow players to directly pay for their house rent with bounty points, rather than purchasing tokens which may not be correct in value.
/houseface [guildname | lot number]	Points to the specified guildhouse of the guild noted, or the lot number noted in the command. /houseface alone will point to one's personal home.
/housefriend all	Allows everyone to enter the home
/housefriend [player | guild | guildlevel] [Player's or Guild Rank's Name]	Adds a player, guild, or guildlevel to your house friends list.
/househelp	Brings up the housing manual in-game
/houseloc [lot number]	When in the same region as a given lot, /houseloc (lot number) will tell you the owner's name, the zone name, and the x and y coordinates within that zone.
/listmerchant	Toggles whether or not your merchant's items are included in the Player Market Database
/settle [value]	You may pull less than the full value of cash off of your consigment merchant with this command. Note: Values given in coppers (i.e. /settle 20000 results in removing 2 gold from the consigment merchant)
/webdisplay house	Toggles your house's information displayed on the Herald on or off

More Information

Command	Description
/bonus	Displays the bonuses window
/direction	Returns the character's directional positioning
/freelevel	Reports the current free level status for your character.
/freelevel decline	Will allow you to decline your free level. If you decline, your free level is completely discarded, and you will have to level again and wait for the next free level period.
/friends	Lists friends currently online
/ignore	Lists people currently on your ignore list
/loc	Reports the character's current location
/master #	Jumps to a specific trial # in the Master Level window
/played	Reports the total played time of the currently logged-in character
/realm	Opens the realm status window detailing the ownership of keeps
/relic	Opens the realm status window detailing the ownership of relics
/task	Returns the current task's information
/time	Reports the current in-game time
/where [NPC Name]	Locates NPCs, not players, and only with a guard/sentinal type targeted
/who [playername] | [class] | [# level] | [location] | [##] [##] level range | CG	Reports the names of specified players in the given search field (players, class, level, location, or level range.

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PvP Server-Specific Commands

Command	Description
/craft [realm]	Allows a craftsman to switch to another realm's corresponding set of recipes. For example, an Albion tailor can switch to Midgard to tailor Midgard recipes.
/gc enemyadd [name of guild]	Adds the guild to the enemy guilds list
/gc enemyremove [name of guild]	Removes a guild from the enemy guilds list

Quest Actions

Command	Description
/bury	To "bury" something for a quest step
/dig	To "dig" in an area for a quest step
/excavate	Used to "excavate" in certain quests and regions
/fertilize	To "fertilize" something for a quest step
/forage	To "forage" in an area for a quest step
/harvest	To "harvest" something for a quest step
/hide	To hide for a quest step
/interact	Right click on a quest item, then type the command
/journal	Displays the quest journal window
/listen	Used to "listen" in an area for a quest step
/mine	To "mine" an area in for a quest
/plant	To "plant" something for a quest step
/quest	Lists quests pending and completed
/read	To "read" something such as a map or note for a quest step
/search	To search an area for a quest step
/use	Place an item on the quick bar from a quest, type the command, and click on the item
/water	To "water" something for a quest step

Siege Weapon Commands

Command	Description
/aim	Aims the weapon
/arm	Readies the weapon for firing
/control	Allows a player to control siege equipment
/fire	Fires the weapon at the target
/load	Loads the weapon with ammunition

Grouping

The right makeup in a group can make or break its performance, especially in a one-full-group setting. This isn't as important in larger scale battles.

8-Man

Eight-man, or 8x8 as it's known in some circles, is a practice that more experienced players commonly enjoy. Groups loaded with healing, buffs, and crowd control thrive in this setting because skilled players who assist and communicate well can take out multiple less-well-constructed groups with ease. Master levels and artifacts also play an important role in this environment. Common set-ups may include three healers, four damage dealers, and one speed class. The healers (as you might imagine) heal, buff, and in some realms, perform crowd control. Damage dealers assist each other taking down targets, and the speed class floats around interrupting vital targets that the assist train has not yet gotten around to dispatching.

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Zerging

When more than eight people are RvRing with each other, it's sometimes known as "zerging." While eight-man is more fun a lot of the time, zerging is needed to capture keeps and artifacts, the end game of *Dark Age of Camelot*. Not everyone is destined to run 8x8 (or likes to) so this is a great option as well. Specific class setup isn't as important here, but always remember to have at least one primary healing and speed class in the group. Remember, you can never have too many healers, but make sure each group in the zerg has support. Make sure to pick your support and speed classes first. The rest is easy. To find a zerg, just do a */who BG* and check for one in New Frontiers.

Solo and Less Than Full Group RvR

Sometimes you can't get in a good eight-man and don't want to zerg. What's left? You can solo or run around with a few friends in a less-than-perfect setting. Believe it or not, you will find many like-minded people in certain areas. Where to go, you ask? Well here are a few hot spots:

Passage of Conflict

Inside or out. If you go in, it's a good idea to bring some buffers. Outside, pick off people wanting to come get some experience. The bridges to PoC are also good.

Bridges and Docks

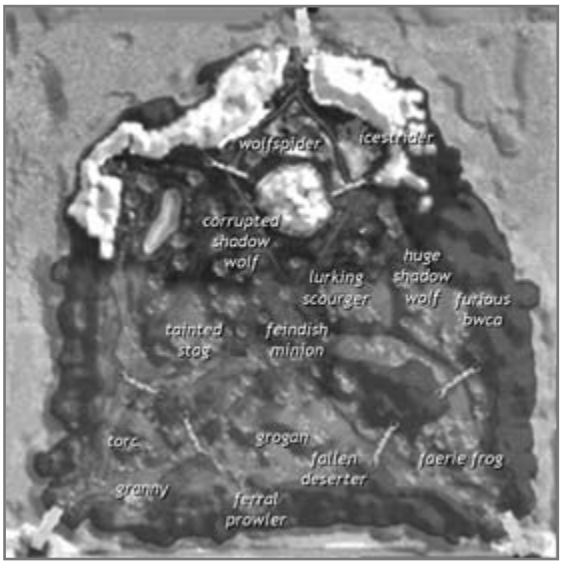
There are usually tons of people hanging out on or near the bridges by Caer Benowyc, Bledmeer Faste, and Dun Crauchon. Be careful not to stray too far into Agramon however, as that's typically a space for groups larger than yours.

Save the Fins!

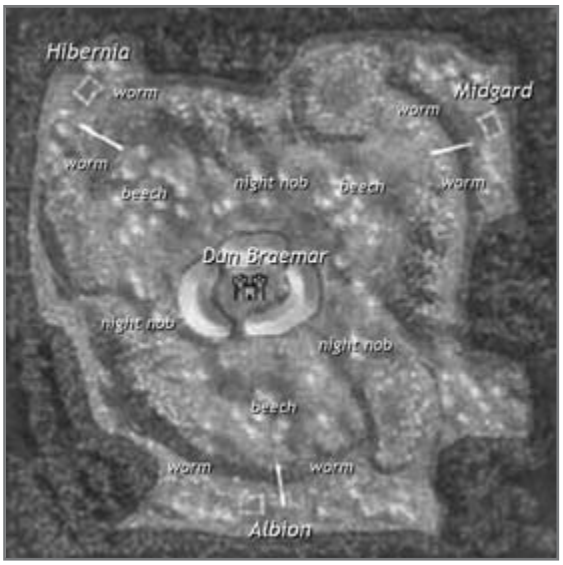
Leveling up in the Frontier is fairly popular as players receive massive bonuses for hunting near keeps and outposts; plus, the drops are higher than normal quality. All artifacts level in the Frontier, plus it's a good area for Champion xp, so targets are usually plentiful.

Zones

Agramon, New Frontiers

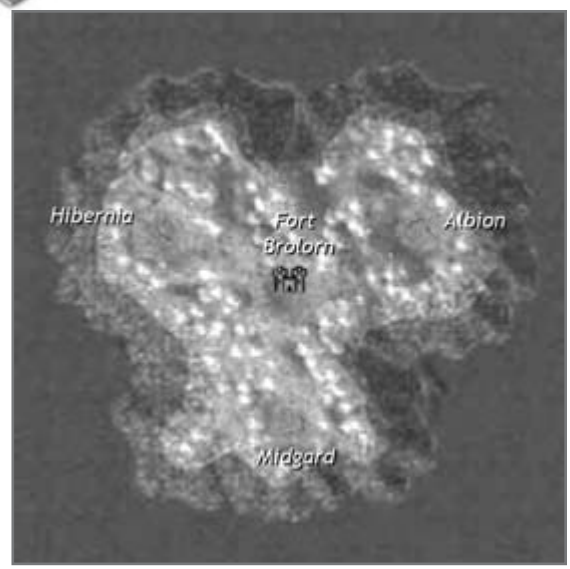


BG6: Braemar

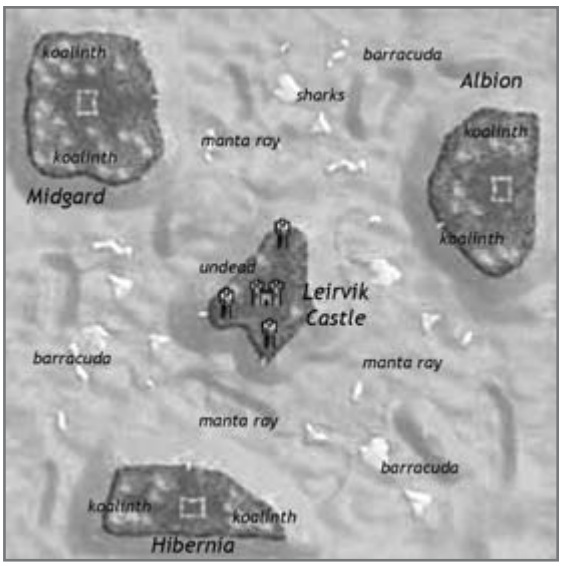


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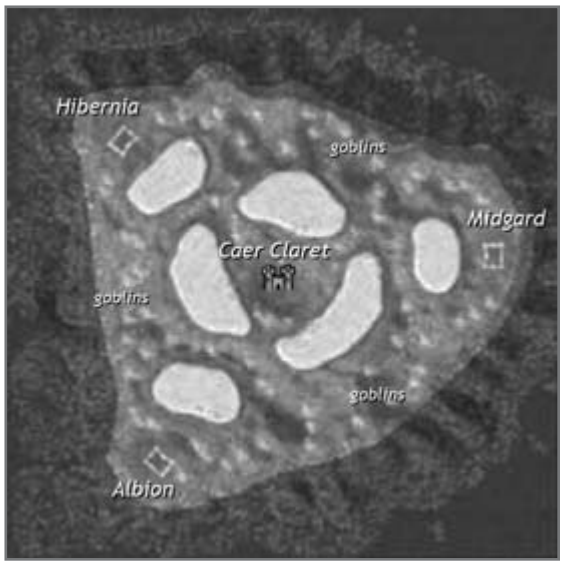
BG1: Brolom



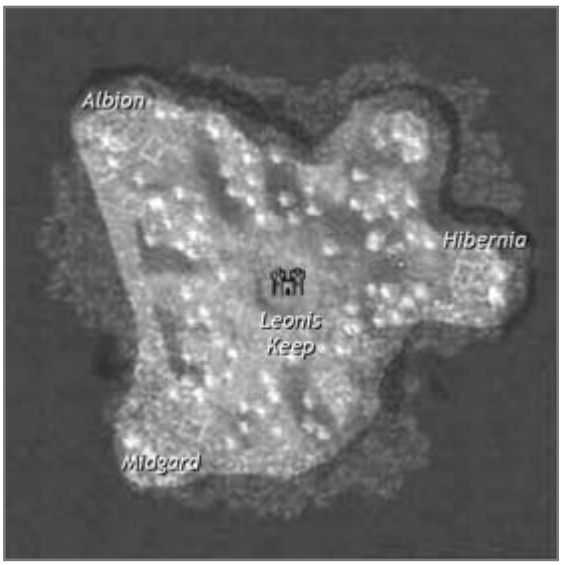
BG9: Leirvik



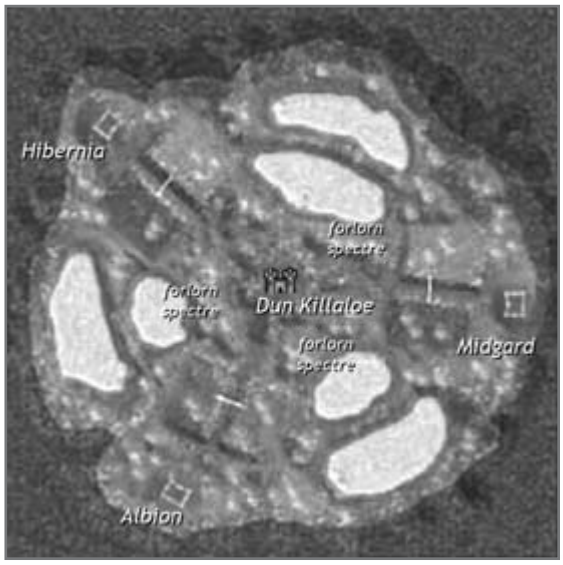
BG3: Claret



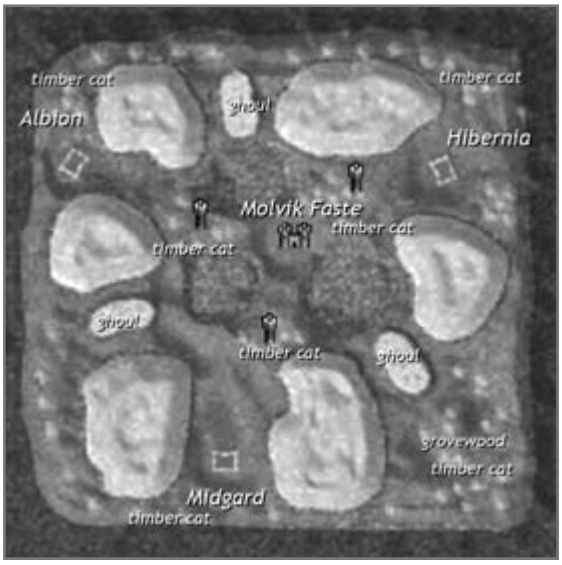
BG2: Leonis



BG4: Killaloe

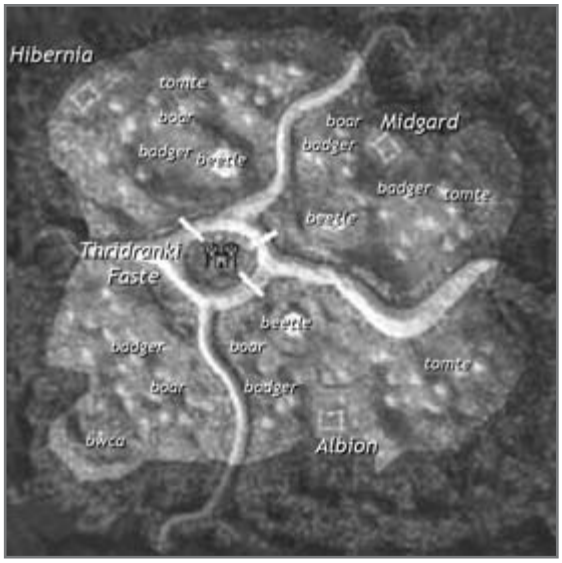


BG8: Molvik

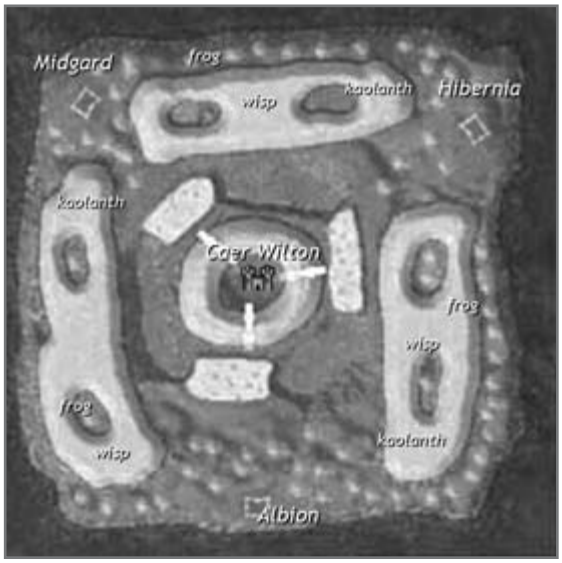


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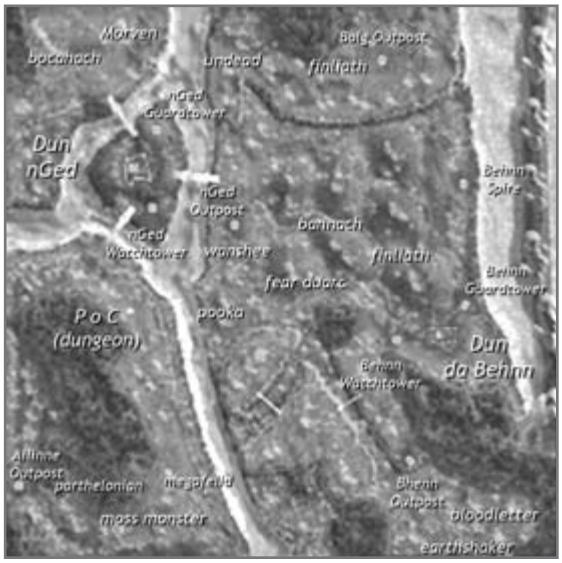
BG5: Thidranki



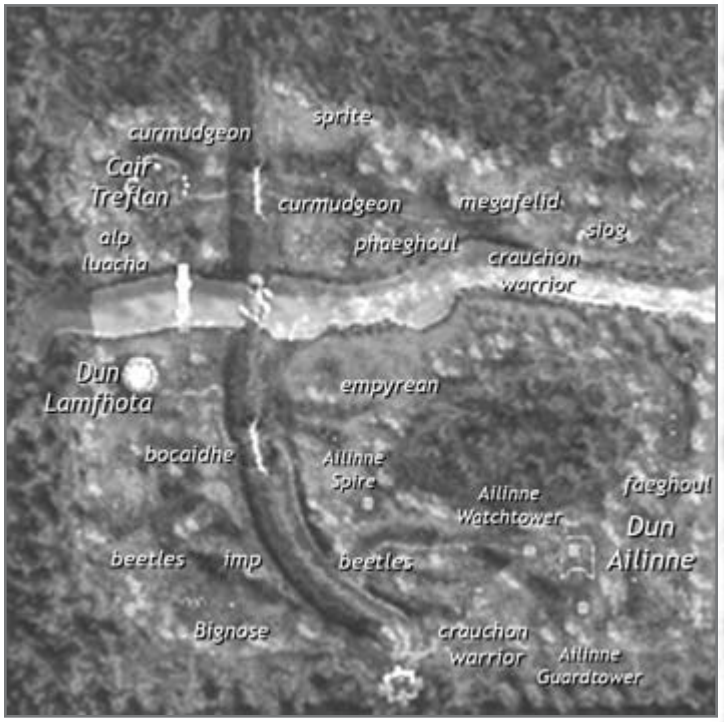
BG7: Wilton



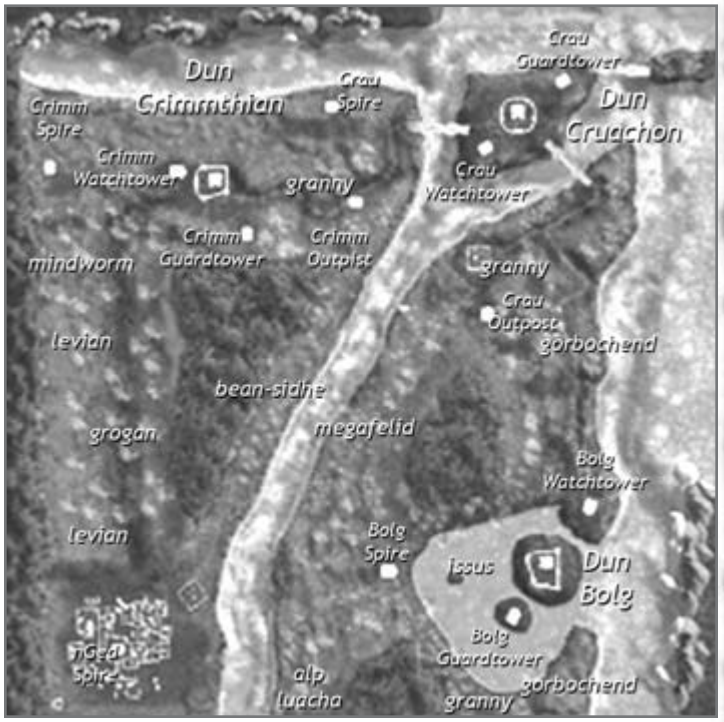
Breifine, New Frontiers (Hibernia)



Cruachan Gorge, New Frontiers (Hibernia)

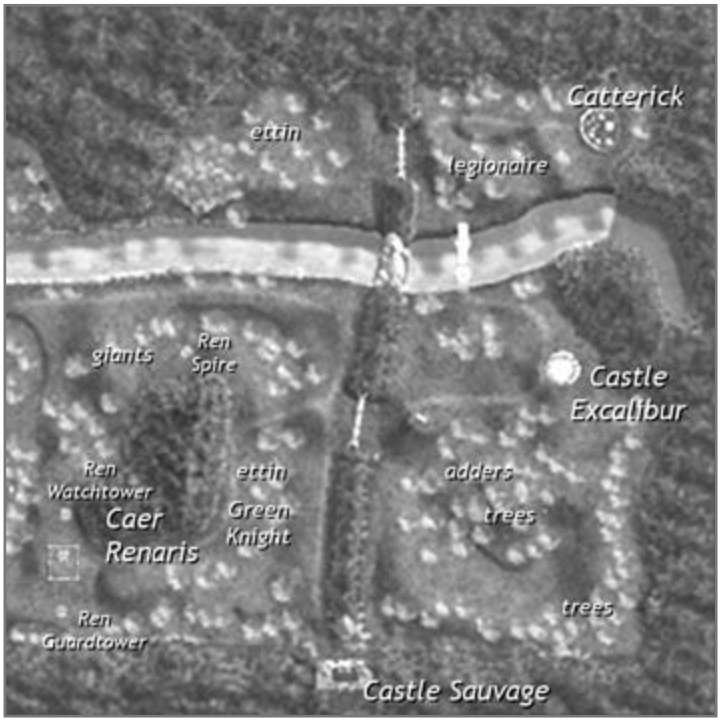


Emain Macha, New Froniters (Hibernia)

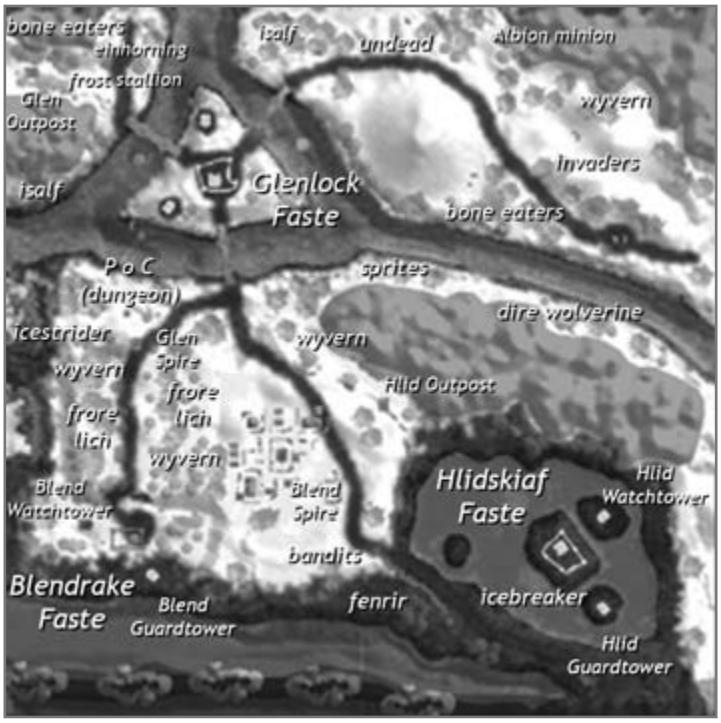


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Forest Sauvage, New Frontiers (Albion)



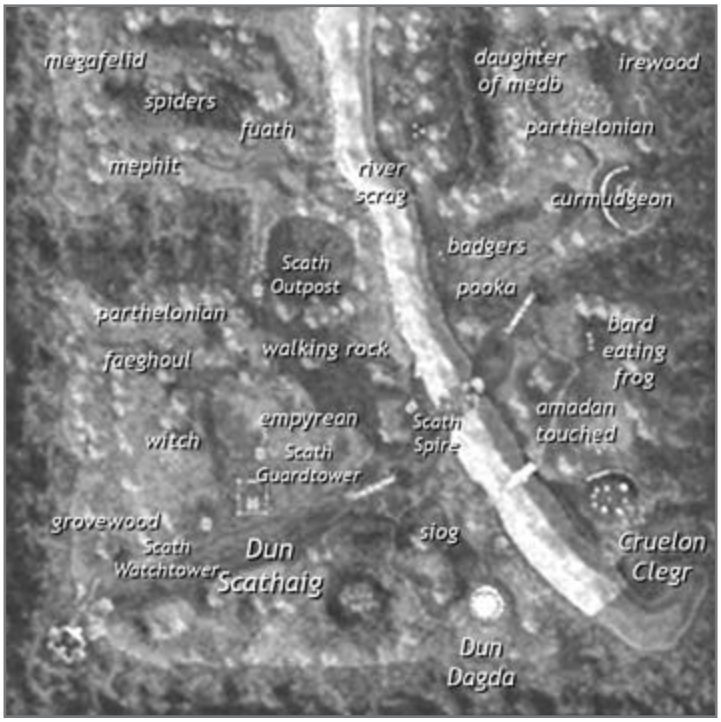
Jamtland Mts, New Frontiers (Midgard)



Hadrian's Wall, New Frontiers (Albion)

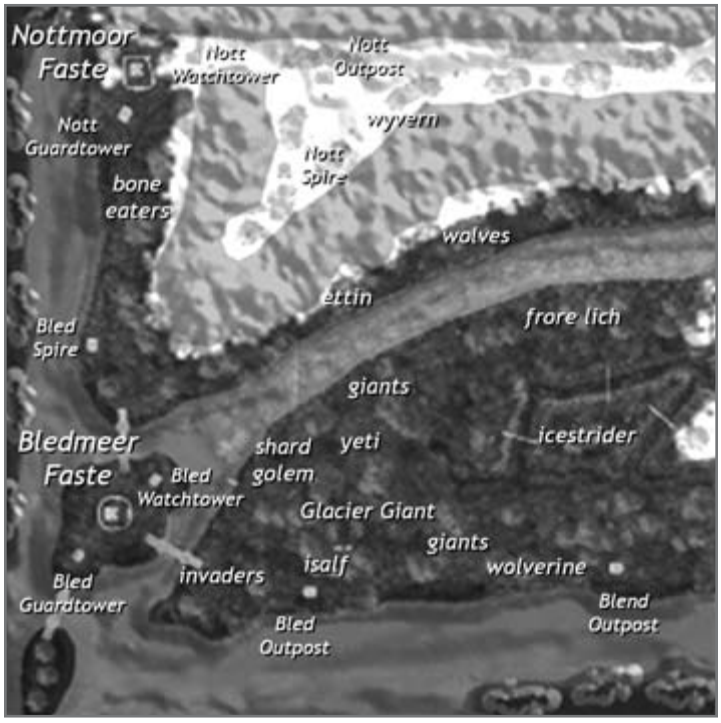


Mt Collory, New Frontiers (Hibernia)

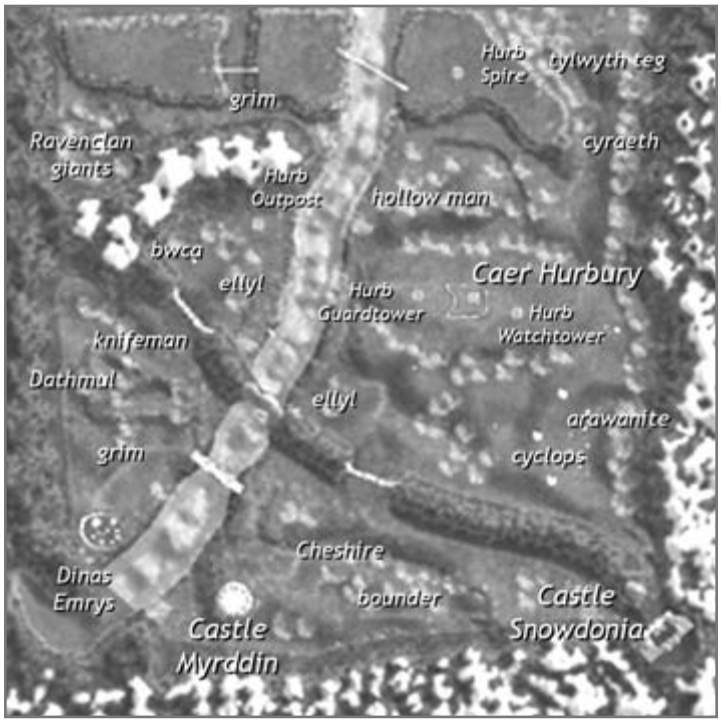


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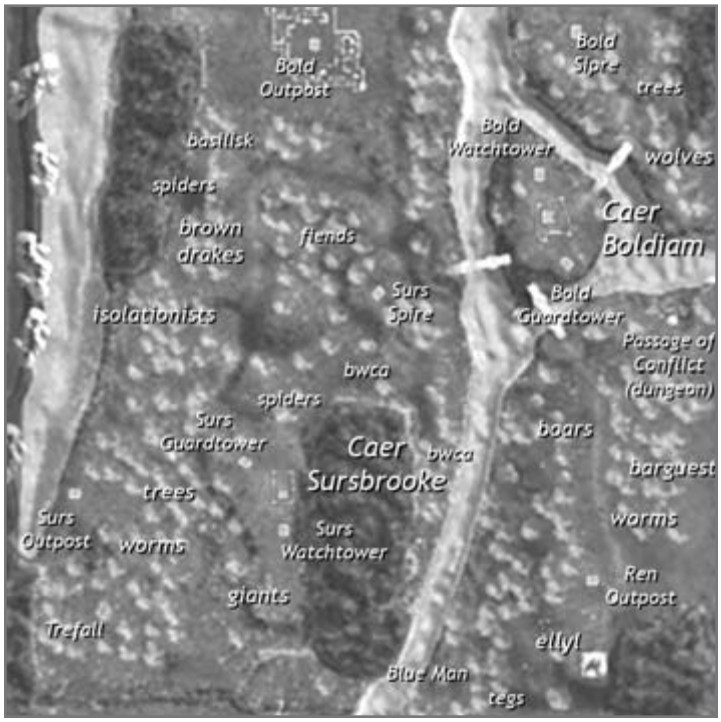
Odin's Gate, New Frontiers (Midgard)



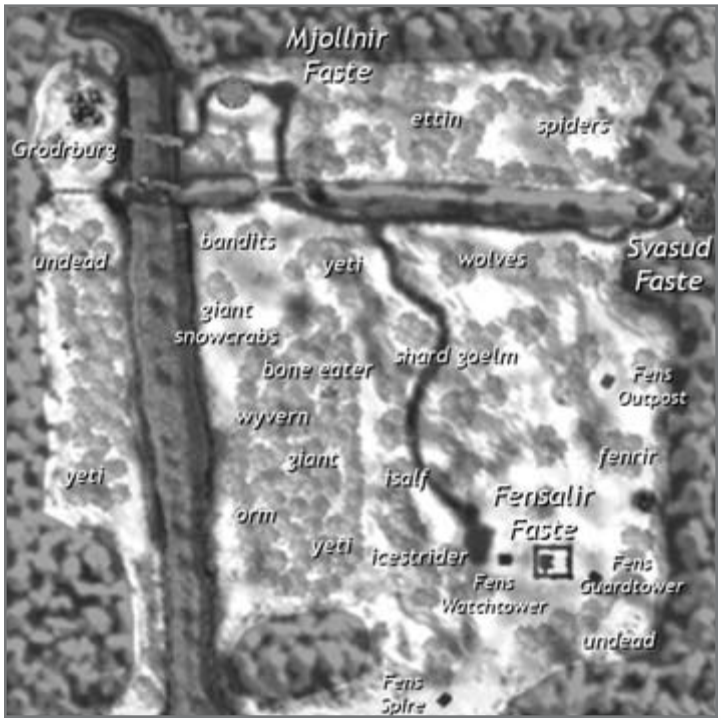
Snowdonia, New Frontiers (Albion)



Pennine Mts, New Frontiers (Albion)

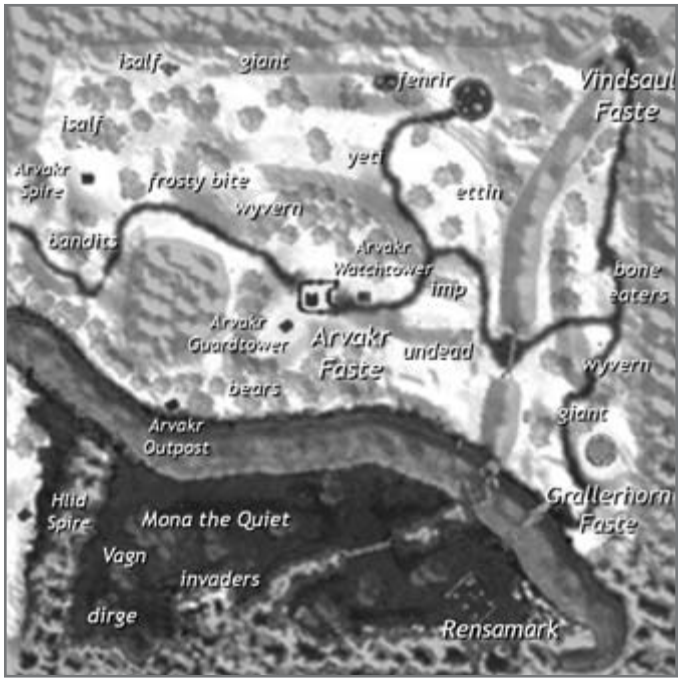


Uppland, New Frontiers (Midgard)



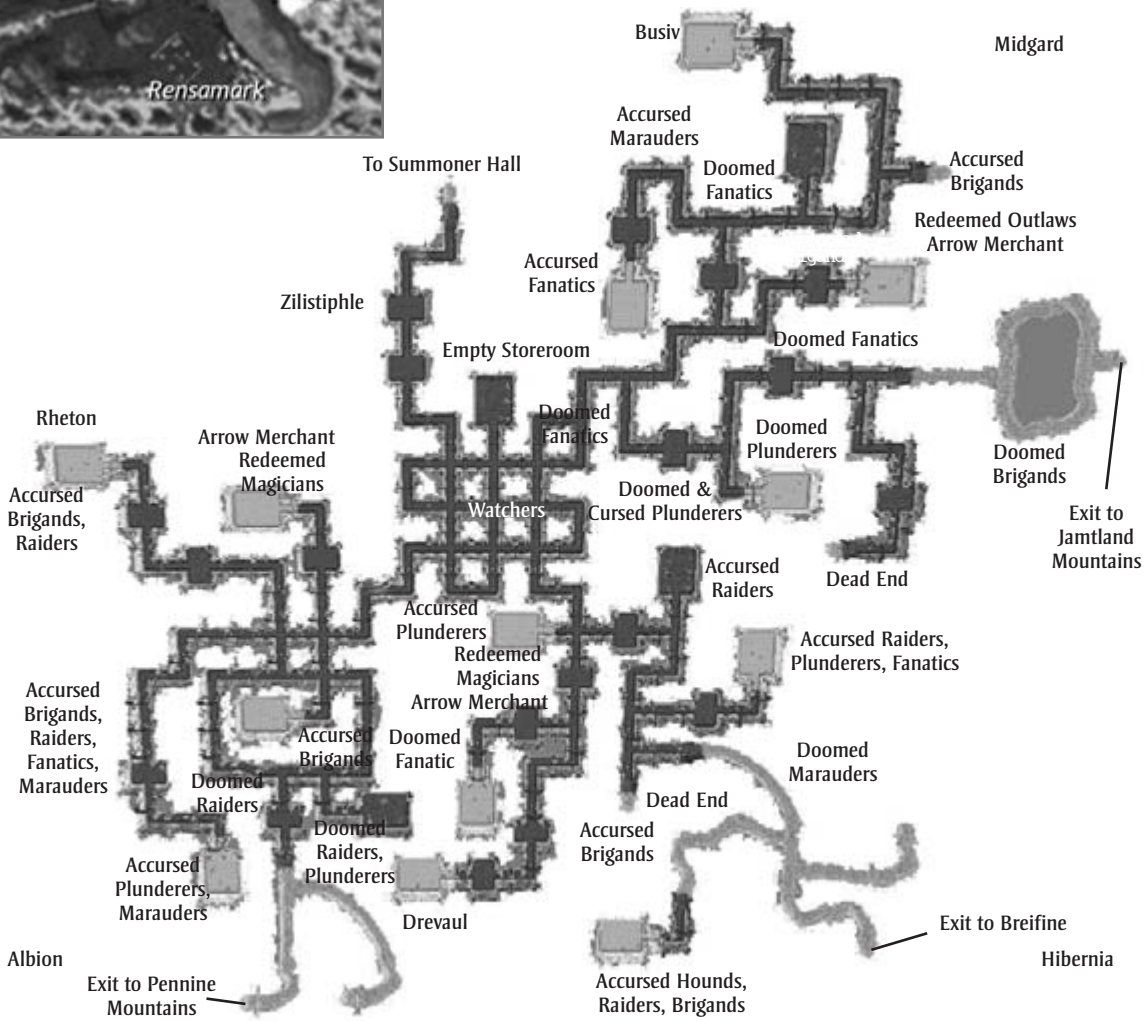
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Yggdra Forest, New Frontiers (Midgard)



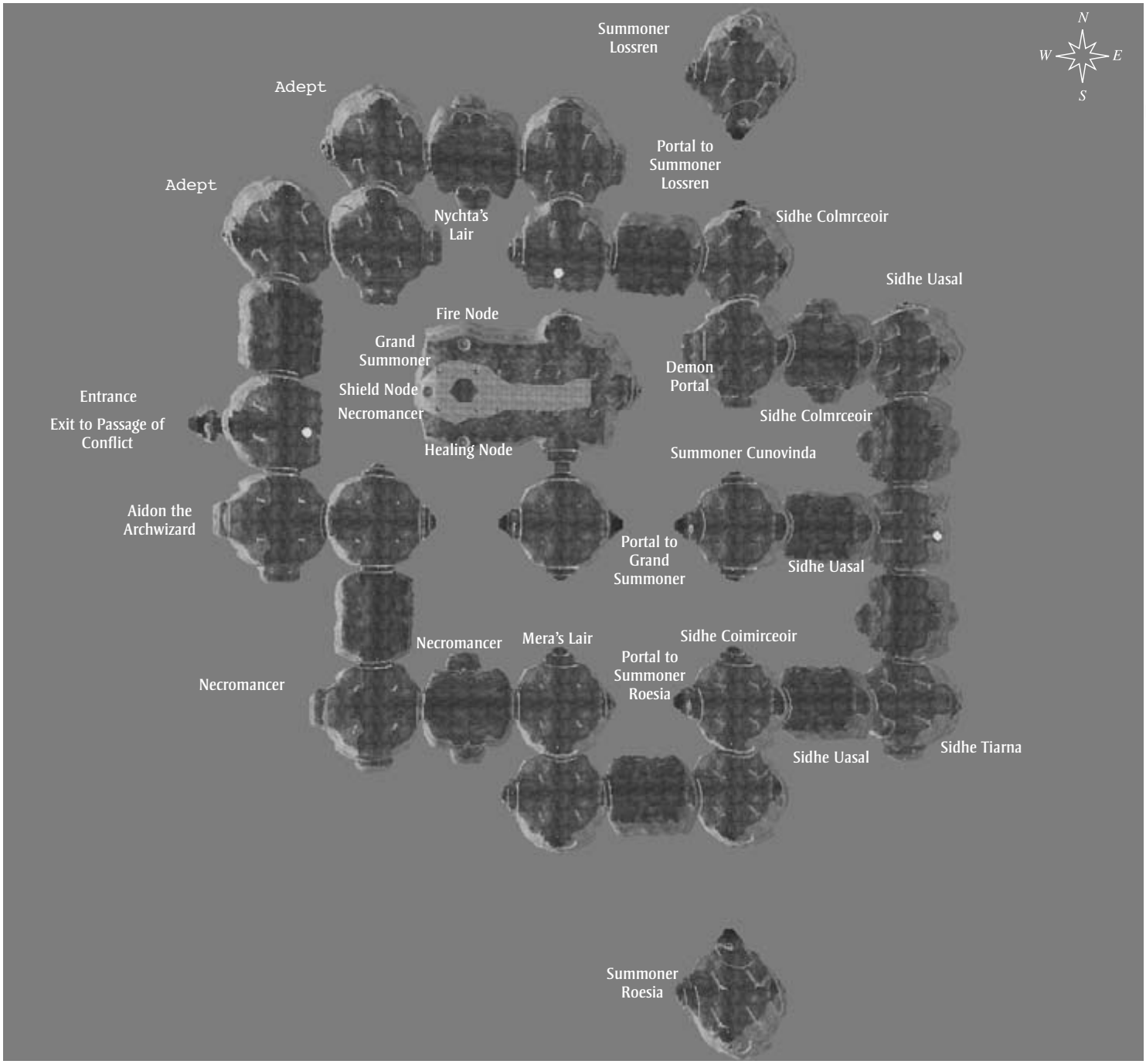
Dungeons

Passage of Conflict



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Summoner's Hall



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Epic Quests

In the early days, epic armor was a favorite because of its unique look and high quality. Over the years, dropped armor and artifacts made epic obsolete. Now, Mythic has brought epic out of the dark ages and into the light with all new quests and rewards.

Albion Epic Quests

As the Albion epic quests begin, players learn from their trainers that they have a role to play in the hierarchy of the guild to which they belong.

The level 5 and 10 quests can be completed by solo players, while the level 15 to level 30 quests require a group of two to four people. After level 35, each of the epic quests should be attempted by a group of four to eight players.

Guild of Shadows

Lost Passages (Level 5)

Class trainers send players to Dostram, the most visible sign of leadership in the Guild of Shadows. Dostram tells you a bit about the nature of the guild and sets you on a task to uncover a series of thefts in the countryside surrounding Camelot.

The first lead for investigation is Gregg Miller, a boarder at the Ludlow Tavern. It seems Gregg has a rather interesting collection of books. Dostram is not the only one interested in borrowing from Gregg's library. Search his room to discover what is missing and track down the thief.

Haunted Hills (Level 10)

Once again, Dostram has need of your abilities. He explains that something is out of place in the hills above Humberton. Most of the stories are from travelers with the taste for a pint of ale or three, so Dostram sends you to someone he can trust in Steward Willie of Humberton Castle.

The steward does not believe in the fanciful tales of traveling folk, yet he can't just dismiss the opinion of a member of the local militia, Captain Ryder. You must discover the truth behind these ghost stories and attempt to rid the hills above Humberton of the ghostly minions of Summoner Salizern.

Which Difwych? (Level 15)

Dostram has learned of yet another theft regarding tomes of dark arts. This time a family of no-good bandits has been implicated. He sends you to Hunter Derwyn in Camelot Hills to learn more about this band of brothers.

Hunter Derwyn tells you how to find the Difwych brothers, who have grown careless over the years. All that is left now is to discover which Difwych is behind the snitch. Cyfwlch is at the camp near 50k, 12.5k. Find Cleddyf near the camp at 44.5k, 19k. Cilydd has been seen near the tents at 51k, 30k. All of these locations are in the northeast corner of Camelot Hills. After you defeat the correct brother, which is random, use the Sealed Difwych Letter to find Daffyd Difwych. He is located at 55.5k, 23k in Camelot Hills.

A Coat for a Turncoat (Level 20)

Dostram is learning much from your previous endeavors. The enemy has been revealed and now it is just a matter of cheating and backstabbing to bring down this new threat. The Guild of Shadows was made for such work. Dostram sends you to speak with an informant named Timmo at Swanton Keep.

Timmo is willing to share what he knows for a price. Track down Captain Taff in the woods to the east of Snowdonia Station. Find him near the bandit tents at 50k, 41.5k in Black Mountains North.

Bait for a Bandit (Level 25)

A trap has been set for the enemy. Dostram tells you what must be done to draw the snake out of the grass. Lord Ulfwych in Campacorentin Forest will help the player to capture the one behind the thefts.

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A small caravan carrying a bogus tome of necromantic writings will wander from Caer Ulfwych to Campacorentin Station. This is the bait to draw out the mastermind behind this undead book collection. The caravan spawns at 40k 33.7k in Campacorentin Forest. Guide this caravan down the road and defeat any ambushers who attack.

Into the Serpent's Lair (Level 30)

With more than a little help, Dostram has discovered the enemy's hideout. He suggests gathering a group before attempting to trample this serpent. Armed with the location of the base and the secret needed to enter, nothing should stop your group.

There is safety in numbers. It takes a group of four to eight players to defeat this enemy. The entrance to the lair is located at 31.4k, 19.8k in Camelot. After braving his traps and troops, defeat Morrys the Snake. This serpent values his skin, so he is willing to reveal his true masters to the guild.

Defenders of Albion

Stones of Power (Level 5)

Members of the Defenders of Albion are sent by their trainers to a meeting with Sir Amren. In this meeting it is revealed that the Lady of the Lake, Nimue, has requested an audience with a representative of the guild.

Nimue reveals that the land itself holds great power. She has reason to believe that evil forces are trying to corrupt that power for their own intentions. She sends you toward Humberton to investigate. The stone near 19.5k, 34.5k in Black Mountains South is where the druid seeker will be found.

Island Holiday (Level 10)

Sir Amren explains how the heavy toll of the realm war has left Albion vulnerable to attack from within. Thanks to your efforts, a band of renegade druids has been uncovered as a danger to the realm.

This new enemy has its eye on the town of Caifelle in the Shrouded Isles. Sir Amren sends you through the SI portal to investigate a standing stone at 53k, 28k in Isle of Glass.

Defensive Measures (Level 15)

The Defenders of Albion believe that this druid threat is a serious matter. They think it is time to involve a trusted member of the king's forces. Sir Amren directs you to seek out General Vaul in Black Mountains South.

General Vaul informs you of the druids' recent activity. They appear to be mapping out the ley lines, which are paths or currents of magic beneath the earth. His orders reveal that an old wizard once attempted to do the same. Search this wizard's ruins near Tepok's mine to find his lost map.

A Friend in Need (Level 20)

Once again the Defenders of Albion have an important mission for you. It appears that no one is safe these days as the Lady of the Lake herself was the target of an assassin. You're sent to Nimue to learn more of her narrow escape.

This bold move has revealed the enemy's hand. Lady Nimue learned something from her would-be assassin that should be helpful in uncovering the druid plot. She sends you toward Stonehenge to investigate. After defeating a group of druids, you uncover a letter. After you read the letter, Nimue's Recall Charm returns the players to Camelot Hills.

Menhir Menace (Level 25)

Now that the secret behind the enemies' influence has been revealed, the traitor behind the druid plans must be dealt with swiftly. The players are sent back to Lady Nimue for information on how to defeat the enemy.

Nimue reveals a powerful warding devised by Merlin that protects the realm from all matter of otherworldly creatures. She fears that the traitor plans to remove this barrier to bring about chaos in the realm. Travel back to the Shrouded Isles to confirm her suspicions. The druid, Laeryn, can be found at 42k, 21.5k in Isle of Glass. Then defeat the Drakoran disenchanters around a menhir located at 5.5k, 21k in Isle of Glass.

General Vaul's Last Stand (Level 30)

The time has come to confront General Vaul and prevent him from destroying Merlin's magical barrier. Sir Amren once again sends you to Lady Nimue for instruction. The Lady of the Lake transports the group of four to eight players into General Vaul's hideout.

The Academy of Albion

Pledge to the Academy (Level 5)

Your Academy trainer sends you to Prydwen keep to rendezvous with Myron Trouilus. Find him in a lookout above the keep. Follow the steps up from the bindstone to his location. Myron informs you of the trouble with the zombie, Ruurg, in the graveyard to the west of the keep.

After defeating Ruurg, return its Signet Ring to Myron Trouilus.

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The Ring (Level 10)

The Academy trainer once again sends you to Myron Trouilus in Prydwen Keep. This time the player must speak with Laius, near the shoreline to the southeast of Prydwen Bridge at 47k, 62k in Camelot Hills.

Laius requires Bone Dust from a boulderling to discover if the Signet Ring is in fact from a reanimated Ruurg. Find the boulderlings on a nearby hill just west of the bridge. With this dust, Laius can confirm identity of Ruurg. Laius believes that this is a bad sign for the security of Albion.

Imperiled Wizard (Level 15)

Master Narudos in the Academy requires your help. The wizard Laius, introduced on the previous quest, is in need of the Academy's protection.

When you return to his campfire, you find that Laius is in fear for his life. He hands you his journal so that his research can be turned over to the Academy. Unfortunately, no one can save Laius as the sorceress and her undead minions catch up to him. Return the journal to Master Narudos so that Laius has not died for nothing.

Help from Beyond (Level 20)

Master Narudos informs you that Laius has returned to Albion. His spirit now lingers in Salisbury Plain, north of the fallen tower, along the river bank. Due to his unusual circumstances, he has knowledge that would help the Academy to solve the riddle of the returned undead.

Laius reveals that a tomb raider commander was responsible for desecrating his resting place. Get revenge for Laius, and he then reveals that the sorceress behind this undead army is known as Ardrya.

The Web and the Weaver (Level 25)

Master Narudos is troubled by the details that Laius revealed about Ardrya's spell. He wants the player to counteract this powerful magic through which Ardrya can raise and control the undead of Albion. In preparation of this task, the Academy has woven a counterspell into a staff that can be activated with the proper incantation.

Travel back to Salisbury Plain and defeat the channelers performing the magic rituals. Find Ardrya's Channelers at 9k, 57k in Salisbury Plain. After defeating the spell casters, use the Counterspell Staff to disrupt the magic.

Into the Spider's Lair (Level 30)

The Academy has uncovered the location of Ardrya's lair. It is now time for a group of four to eight players to venture into her hideout and defeat her. Master Narudos teleports the players into the dungeon when they are ready to begin.

After defeating Ardrya, search the wooden chests in her room to learn more about her motives. Then return to Master Narudos with the newfound evidence.

Church of Albion and Temple of Arawn

Fragile Alliance (Level 5) (Church of Albion)

Ever since the discovery of the Shrouded Isles, there has existed an uneasy alliance between the Church of Albion and the Temple of Arawn. It now appears that someone in Albion is working toward breaking this alliance and weakening the realm. For the first few quests in this path, the Church and the Arawnites receive instruction from separate people in Camelot.

Bishop Kustan has an urgent mission for the members of the Church. He is aware of the rift inside the organization and fears that someone inside the order means to destroy the alliance. To learn more of the plot and show good faith toward the Inconnu, he sends the player to the Arawnite Envoy, just inside the North Gate of Camelot.

The Arawnite Envoy welcomes you and explains how you can help to strengthen the alliance. He needs the skull of an ancient skeleton named Loteth. Find this skeleton behind the graveyard near Prydwen Keep at 16k, 45k in Camelot Hills.

This simple task may go a long way toward protecting the realm.

Fragile Alliance (Level 5) (Temple of Arawn)

The Camelot trainers send the player to speak with the Arawnite Envoy, located at 32k, 19k in Camelot, by the sewer to the Aqueducts. This envoy reveals the reason behind the recent mistrust among the opposing faiths and suggests a way in which you can help to calm things down.

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One of the spirits stolen from the Deadlands has been spotted near Prydwen Keep. The envoy sends you to speak with Scryer Alice inside the keep to learn more about this disturbed presence.

Scryer Alice reveals the location of the ghosted Inconnu. The player must then defeat this ghost to return it to the Deadlands where it will be more willing to reveal the details of its recent unnatural passage to Albion.

The second quest in the Temple of Arawn and Church of Albion

Trouble at the Abbey (Level 10) (Temple of Arawn and Church of Albion)

path is where the stories come together. Both the Arawnite Envoy and Bishop Kustan direct their respective players toward Vetusta Abbey in Black Mountains North. Both NPCs are concerned that various minor relics, from churches and abbeys near Camelot, have turned up where souls have gone missing. You must now visit the keeper of relics in the abbey, Brother Don.

Brother Don reveals that a theft has occurred just prior to your arrival. Because the grounds are covered in most directions by guards, the only place the thief could have fled would be into the valley to the west. The wandering bandit located at 40k, 50k in Black Mountains South is the likely culprit.

With a third party revealed as the guiding force behind these thefts, the Arawnites and the Church now work together to put an end to the dark rituals that plague both Deadlands and Albion alike. Bishop Kustan will now be the contact for all further quests in this line.

The Search at Snowdonia (Level 15)

Bishop Kustan has learned that the relic thefts have been taking place all across Albion. The Church has learned through their agents that all of these relics have passed through Snowdonia Station on their way to the unknown enemy. The players are sent to Odaro Hengist at the station to learn what he knows about the smugglers.

Odaro informs the player of strange lights atop the hills to the east and a strange robed figure. Heretic Elam, located at 51k, 39.5k in Black Mountains North, is this robed figure. Defeating Elam reveals a letter that implicates him in the relic thefts.

Lost Souls (Level 20)

The bishop provides more information about the Arawnites' trouble in the Deadlands and sends the player to a meeting with Kohr'mos, the Inconnu investigator. He has been sent to Albion to discover the extent of Church involvement in the missing souls as well as to find out who is directly responsible for these crimes. Find Kohr'mos in West Downs.

Kohr'mos represents the hard line of the Inconnu hierarchy. He is less likely to believe that the Church is working with the Arawnites instead of against them. It is up to the players to prove to him that they are worthy of his trust. To that end he gives the players a charm that will help them to recover some of the lost souls that were let loose in Albion. Use the */interact* command while the Soultracker Charm is targeted.

The charm sends you to the following Salisbury Plain locations: the stone ring at 36k, 17k then the grove at 42.5k, 15k, and finally to the hill at 53k, 13k. At the final spot, attempt to subdue the rogue spirits in the area.

Finding the Way (Level 25)

Due in no small part to your efforts, the Church and the Arawnites have learned that Ansgar, a shepherd of souls in the Deadlands, is the one responsible for the missing spirits. He has been summoning portals between the Deadlands and Albion to remove these souls. Bishop Kustan needs you to consult with the Inconnu who most understands the art of summoning portals.

Nohra'gar, the Inconnu expert, refused to abandon his research and as a result he has taken refuge in the Shrouded Isles town of Prios. View this village on the zone map by using */map*. Track down Nohra'gar in his small hut at 57.5k, 37.5k in Avalon Isle. During combat, Nohra'gar may teleport across town to another building at 57.5k, 40.5k. After defeating this renegade, return his tome of knowledge to Bishop Kustan.

Closing the Way (Level 30)

The tome recovered in the previous quest has lead to a breakthrough. Bishop Kustan now can send a group to the destination of Ansgar's portal. He advises you to find three or more friends and then return for the teleport to Ansgar.

The players are told that they must destroy Ansgar to shut down his portal. As is the case with most Necromancers, you need to destroy Ansgar's pet before you can harm him. Players are provided with a Recall Stone to aid in their return.

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Realm-Wide Epic Quests (Levels 35–45)

A New Threat (Level 35)

The leaders of the four guilds in Camelot have met to discuss the recent events surrounding Ansgar, Ardrya, Morrys the Snake, and General Vaul. It seems that these four were acting toward a common goal. The players are once again sent to deal with the underlying menace behind the previous attacks. Dostram, Bishop Kustan, Sir Amren, and Master Narudos send their respective members to Nimue to learn more of this enemy.

The Lady of the Lake reveals that Vortimer, son of the usurper Vortigern has been behind the recent conflict. Now that Vortimer has an army of undead, he requires a commander to lead this army. He has chosen Promotus, a great Roman general as his undead general. The players must infiltrate the Lost Tunnels of Cordova and learn more about his plans. Nimue believes that Vortimer is yet another puppet being led by a more powerful master.

Nimue charges the players to attack in force. When you have formed a group of four or more, Nimue teleports your group to the Lost Tunnels of Cordova. Nimue makes it clear that after learning their secrets, you must dispatch the general and his master. When victory has been achieved, return to Nimue by using the Recall Stone.

Confronting Vortimer (Epic 8)

The guild leaders of Camelot once again require your skills. Nimue has sent forth the call for a champion to defend Albion. Vortimer, who escaped his just punishment, must be tracked down and defeated. The realm will not be safe until he has fallen. Nimue believes that Laeryn may know how to find Vortimer. She sends you to meet with him on the hill above Anniogel, at 42k, 21.5k in Isle of Glass.

Laeryn reveals that Vortimer's lair can be found within the ring of Stonehenge. The players must take Laeryn's Wand to Stonehenge in Salisbury Plain and then */use* the wand when the group is ready.

To defeat Vortimer, you must first defeat the three guardians of his chamber. The group must then deal with his lieutenants, Pasgen and Catigern the Blessed. Only then may Vortigern be defeated. Then return to Nimue with Vortimer's Amulet.

Rest for the Dead (Epic 9)

Lady Nimue's suspicions were correct. The restless dead still bend to the will of an unknown force. The spirit of Vortigern, the usurper from the time of Uther Pendragon, was the brains behind Vortimer's undead uprising. Once again, the players must travel to Salisbury Plain and access Vortigern's barrow below Stonehenge. Using Laeryn's Wand returns the group to the dungeon.

The Lady Nimue has warned that you should bring a group of six or more to defeat this adversary. Return to the site of the previous battle, at 26k, 28k, and use Vortimer's Amulet to enter Vortigern's burial chamber. If you fall down from the chamber you can */use* the amulet again to return. Beware, as a wave of guardians begin their attack shortly.

After this endurance test, the players must disarm a barrier by entering the correct alcove in the next room. Then find Chancellor Ethen, who challenges you to a test of worthiness. Vortigern's Champion must be bested in battle before the group can pass. After the champion has been dispatched, enter the burial chamber and put an end to Vortigern and the undead uprising.

Hibernia Epic Quests

At the beginning of the new epic quest series, characters are welcomed into their Paths and have a chance to meet the elder statesmen of the realm. Each Path undertakes a task vital to the defense of the realm, uncovering a different aspect of an ancient enemy's plot to regain control of Hibernia.

The level 5 and 10 quests can be completed by solo players, while the level 15 to level 30 quests require a group of two to four people. After level 35, each of the epic quests should be attempted by a group of four to eight players.

Path of Harmony

Echoes of Cad Goddeau (Level 5)

Class trainers introduce players to the Druid Prince Lovernios and his trusted lieutenant, Torrance. As a veteran of the Battle of the Trees, or Cad Goddeau, Torrance fears that the vile Dark Druids may be plotting a return to power.

Torrance asks players to retrieve a piece of a nearby Irewood Seedling to help him illustrate the lessons learned from Cad Goddeau. At first, the sapling appears to be just an ordinary tree, but when right clicked, it attacks. After receiving the seedling, Torrance explains that the irewoods are becoming more common across Hibernia, a sure sign of the return of the Dark Druids.

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The Apple's Kiss (Level 10)

Once again, Path of Harmony trainers ask players to visit Torrance in Ardee and help him to investigate the spread of the irewoods. Torrance explains that during Cad Goddeau the Dark Druids used their magic to twist nature, creating a race of animated tree warriors.

Members of each class in the Path are asked to track down a specific tree warrior that went into hiding after the Battle of the Trees—Blademasters must hunt down Saille, Druids are sent after Duir, and Mentalists must find Huathe. After defeating the corrupted trees, return their heartwood to Torrance for his studies.

Return of the Draoi Dorcha (Level 15)

Class trainers send players to help Torrance with his continuing hunt for the resurgent Dark Druids. Following up on reports from Torrance's foresters, players are sent to thwart a Dark Druid ritual at a hidden grove in the Silvermine Mountains.

The Draoi Dorcha ritualist and his follower appear at the grove and must be defeated to prevent their magic from taking effect. After the battle, players return to Torrance with a strange figurine that the old Druid does not recognize. Seeking aid, he asks players to visit the Old Hermit in the Valley of Bri Leith to learn of the object's significance.

Ley Line Legerdemain (Level 20)

After learning that the strange figurine from the Draoi Dorcha ritual site portrays an old fomorian god, Torrance enlists aid from the Path of Harmony to locate the Dark Druids' stronghold and learn of their plans. He suspects that Cathbad, in Howth, may be able to track the Dark Druids' magic back to their lair.

Cathbad's tracking attempt fails, forcing him to turn to creatures with a closer bond to the natural world. He sends players to a grove of dead trees in the southern Cliffs of Moher to find a demi-fey whose connection to the land's ley lines will help locate the source of the dark magic. Rescue the demi-fey from a curmudgeon named Filimenth and his hounds, and it reveals the information Torrance needs.

Breaking the Seal (Level 25)

Using the information gathered from the demi-fey, Cathbad has located the entrance to the Dark Druid stronghold, but finds that it is sealed with a magical ward and guarded by a fierce tree warrior. Armed with a bundle of reagents from Torrance, players set out for the entrance to the stronghold (located at 29k, 10.5k in Shannon Estuary).

After arriving at the grove, players must */use* the item from Torrance to break the seal and draw out the stronghold's Guardian. Defeating the Guardian opens the way to the Dark Druids' lair once Cathbad has made his preparations.

Downfall of the Dark Druids (Level 30)

Players are asked to report to Cathbad when they wish to begin the assault on the Dark Druid lair. Cathbad explains that to destroy the Draoi Dorcha, their four leaders (Archdruid Aethin, Archdruid Owain, Hierophant Lurraent, and Great Druid Gweoran) must be defeated.

Players must return to the site of their battle with the Guardian and enter the Dark Druid stronghold, an instanced dungeon. After defeating Archdruid Aethin, Archdruid Owain, and Hierophant Lurraent, players discover that Great Druid Gweoran has already departed on a mission to seek an alliance with the fomorians.

Path of Essence

The Treasures of Tir na mBeo (Level 5)

Path of Essence trainers extend an invitation to players to meet with Fagan in Mag Mell. Upon meeting Fagan for the first time, he tells players that he's too busy to speak to them unless they are willing to help investigate a strange report.

Players are sent to an area south of Tir na Nog (near 14k, 9k in Lough Derg) to speak with the Mad Sprite. The Sprite's babbling comes to an abrupt end when he hands players a message and then attacks without warning. After defeating the Mad Sprite, deliver his message to Fagan, who attempts to interpret the creature's ramblings.

Assessing the Threat (Level 10)

Fagan has surmised that the sprite's message contains a warning about the fate of one of the greatest treasures from the ruined Tower of Tir na mBeo, the Moonstone. If the Mad Sprite is correct, the vicious siabra have come dangerously close to recovering the Moonstone and intend to use it against Hibernia.

Fagan sends players to an encampment of siabra scouts in Connacht (near 33k, 23k). Each class is asked to investigate in a different way, but each method involves dealing with the camp's leader, Rhaegit. After obtaining the information from Rhaegit, report your findings to Fagan.

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Settling the Score (Level 15)

Fagan asks players to continue their investigation into the siabran pursuit of the Moonstone by finding and eliminating Rhaegit's master, a self-styled chieftain named Ultan. Fagan explains that Ultan is a longtime rival and is probably leading the search for the Moonstone to boost his standing in the Siabran Court.

The search for Ultan leads players to an area of Connacht north of the Parthanan Farm (about 12k, 5k) to battle the chieftain and a follower. As an accomplished nightshade, Ultan tries to vanish and attack from stealth or use his poisoned weapons. After defeating Ultan, return to Fagan and report on the battle.

A Ring and a Prayer (Level 20)

Having realized that the pursuit of Ultan was a dead end, Fagan asks players to make contact with an old friend among the siabra to see what they can learn about the search for the Moonstone. Carrying Fagan's Signet, players travel to Connla and meet with Kirwyn in a grove across the water south of town.

In exchange for destroying Fagan's Signet, Kirwyn agrees to tell about a siabran expedition battling a demon believed to have the Moonstone. Kirwyn tells you where to find the demon Srandamar and his hoard (near loc 58k, 2.7k) in Shannon Estuary. After defeating the demon and several siabra, search the hoard, but you won't find the missing Moonstone.

The Elf Lord's Vengeance (Level 25)

After considering the incident with Kirwyn and Srandamar, Fagan realizes that his old friend purposely provided false information. Determined to take revenge upon Kirwyn and send a message to the rest of the siabra, he asks you to return to the meeting place south of Connla and kill Kirwyn.

Because Kirwyn is an expert swordsman, Fagan recommends creating a charm to help defend against the magic blade carried by the siabra. Visit the small grove east of Howth (near 32k, 49k in Silvermine Mountains) and kill a luricaduane for one of their lucky charms. Take the charm to Eli Connla and she'll enchant it before the battle. After slaying Kirwyn, you discover a note that alludes to the true intentions of the siabra.

The Empyrean Dilemma (Level 30)

Fagan reveals that the documents found on Kirwyn's body hinted that the empyreans in the Valley of Bri Leith might have the Moonstone and that the siabra are planning an attack. With the note in hand, you're sent to Caille to warn the empyreans and to attempt to secure the Moonstone.

After arriving in Caille and speaking to Olane and Keeper Rasa, players learn that that a siabran leader named Danyc is holding the keeper's son hostage in a nearby mine. They have demanded the Moonstone as ransom for the release of Rasa's son and the keeper agrees to turn the treasure over to Fagan if you can free her son. Rasa reveals that the location to the mine is north of the town of Caille (near 30k, 6k in the Valley of Bri Leith). After defeating Danyc and freeing the keeper's son, players receive the Moonstone with instructions to return it to Fagan.

Path of Focus

The Hand of Nuada Airgedlamh (Level 5)

Path of Focus trainers invite to players to meet with Dian Cecht in Mag Mell. Dian Cecht introduces himself and tells you that he wishes to share a story from Hibernia's early days. He tasks you with retrieving a silver nugget from a group of nearby mudmen.

After turning in the silver nugget, Dian Cecht displays a chunk of enchanted silver, explaining the difference between the two metals and his fears that the siabra may be using the enchanted metal to forge deadly new weapons.

Argent Arrowheads (Level 10)

Dian Cecht asks to meet with members of the Path of Focus, explaining that many Sentinels returning from skirmishes with the siabra appear to have wounds inflicted by enchanted silver weapons. He asks players to speak to a wounded sentinel near Mag Mell to receive information on the location of a recent battle.

After speaking with the sentinel, travel to the battle site (near 18k, 22.5k in Lough Derg) and use a potion to reveal the arrowheads Dian Cecht seeks. The potion points players toward the siabran archer Dacyn (near 22k, 32k in Lough Derg). When Dacyn is dead, players recover the silver arrowheads that Dian Cecht requires.

Sweating the Smith (Level 15)

Once again, Path of Focus trainers dispatch players to speak with Dian Cecht about the siabran use of enchanted silver weaponry. The physician asks you to check in with the enchanter Dera, who has agreed to take a closer look at the arrowheads. She tells you that she has identified the smith who forged them.

Dian Cecht asks you to seek out the smith Goronwy, kill him, and use a special potion to bind his spirit in the world of the living until he tells of the siabran plans for the enchanted silver weapons. Find Goronwy in his workshop in the Valley of Bri Leith (near location 800, 9k). He may summon automatons to defend him in battle. After defeating, binding, and interrogating the smith, report your findings to Dian Cecht.

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Emancipation (Level 20)

Shocked by the revelation that the siabra are using captured villagers as slaves in the silver mines, Dian Cecht sends members of the Path of Focus to Howth to assist Chief Proinnsias in freeing some of the captives. Players are asked to travel to a siabran slave camp across the river from Howth (near location 51k, 50k in Silvermine Mountains).

After you defeat all of the sheevra guarding the prisoners, the sheevra slave master appears and attacks. Defeating the slave master yields a key that allows you to free the prisoners. Return to Howth to report to Chief Proinnsias.

Mining for Information (Level 25)

Now that some of the captive miners have been freed, Dian Cecht and Proinnsias have decided to strike against the leaders of the mining operation. Chief Proinnsias lays out a plan to deceive the Siabran Court into sending a high-ranking official to inspect the mines and reveal their location to the Hibernians.

The chief provides players with a fake mine report and sends them to kill Overseer Camlin (found near 61k, 25k in Silvermine Mountains). After killing the Overseer, don a disguise and deliver the false report to a waiting Siabra Messenger (found near 53k, 33k in Silvermine Mountains) to set the plan in motion.

Reclaiming the Mines (Level 30)

The Siabra Court has taken the bait for Chief Proinnsias's ruse to locate the mines. The chief informs players that the siabra have sent Crown Prince Geddyn himself to inspect the mines. Players are sent to intercept and follow the prince's party as they head to the mines (they appear near 55k, 3.2k in the Silvermine Mountains).

After following the prince and entering the mine, members of the Path of Focus face the prince's elite Guardians of the Silver Hand in combat before confronting Prince Geddyn. Once the battle is concluded, report your findings to Chief Proinnsias and Dian Cecht.

Path of Affinity

The Legacy of Fragarach (Level 5)

Path of Affinity trainers encourage members to speak with Brigit in Tir na Nog. Brigit introduces you to the story of the sword Fragarach's bestowal upon King Lug Lamfhota as a young man. To create the scene she wishes to display, Brigit sends players to gather a reagent from one of two monsters.

Vampiirs and Bainshees need to kill Elerion in the Veil Rift (near 41k, 22k) to retrieve the required reagent, while Valewalkers and Animists travel to Domnann in Shrouded Isles to get the component from Celendir (found near 41k, 38k). After returning to Tir na Nog, view Brigit's recreation of Mannanan Mac Lir entrusting the legendary sword to Hibernia's future king.

The Sword of Cuchulainn (Level 10)

Once again, Brigit asks members of the Path of Affinity to listen to the history of the lost sword Fragarach. She explains that the sword was sent back through the Veil with the return of the Elves, and given to a young Celtic warrior named Cuchulainn.

After hearing about Cuchulainn's death at the hands of the Morrigan, players are asked to search the remains (located near 40k, 25.5k) of the legendary warrior for any sign of the lost sword. After you inspect the corpse, several restless spirits appear. Kill the aggressive Spirit of Connacht before speaking to the friendly spirits and receiving information about Fragarach's fate.

The Light-Fingered Blademaster (Level 15)

From the information provided by Path of Affinity members, Brigit has concluded that a notorious Blademaster named Rathil O'Carolan must have taken the sword. Players are sent to speak with a couple of merchants in Mag Mell and Ardee to find out where Rathil is camped.

Once players catch up with Rathil (near 18k, 13.5k in Connacht), he's reluctant to discuss Fragarach and challenges players to a duel. Rathil will submit before he is defeated, telling players that he sold the sword to a woman named Cethlenn. Relay this information to a horrified Brigit.

Following Fragarach (Level 20)

Brigit reveals that Cethlenn is the name of an ancient fomorian sorceress. With Fragarach in her possession, she could lead a new fomorian invasion of Hibernia. Players are asked to consult with the Old Hermit in the Valley of Bri Leith (located near 26k, 54k) about how to track down the sword.

The hermit sends players to several fomorian ritual sites in the Cliffs of Moher, where they will eventually encounter a fomorian sacrificer armed with Fragarach. Defeat the sacrificer and his two minions, then report your findings to Brigit.

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Reprisal (Level 25)

Players learn that after their previous visit with Brigit, a fomorian assassin infiltrated Tir na Nog and attacked her with a poisoned dagger. Dian Cecht enlists the aid of members of the Path of Affinity to track down and kill the assassin, retrieve the dagger, and fashion an antidote.

Before leaving Tir na Nog, speak with Lobais and he gives you a device to help uncover the hidden Fomorian Assassin. Travel into the Valley of Bri Leith and search the area near 6k, 56k, south of the guardtower. After killing the assassin and retrieving his poisoned blade, gather a vial of pure water from a mist sheerie in a nearby lake (location 61.5k, 54k). Bring both components back to Dian Cecht in Mag Mell.

Confronting Cethlenn (Level 30)

Brigit thanks players for their role in curing the poison used by the Fomorian Assassin and asks for their aid in an attack on the sorceress Cethlenn's lair. Players are sent to the town of Caille in the Valley of Bri Leith to learn about a cave where the fomorians are believed to be gathering (at location 30k, 6k).

Navigate through the caves that Cethlenn's troops are using as a staging area, and fight to the sorceress. Defeat Cethlenn and reclaim Fragarach. Searching a nearby chest reveals that Cethlenn is merely a lieutenant in a wider fomorian plot.

Realm-Wide Epic Quests (Levels 35–45)

A Foot in the Door (Level 35)

The leaders of each Path summon their members once more, and describe the evolving plot orchestrated by the fomorian King Tethra. Tethra sought to create an alliance between the siabra, Dark Druids, and his fomorian followers. Brigit asks players to help her locate the fomorian king's lair and make preparations for a strike against the enemy leader.

First travel to Lough Gur and meet with Brigit's Nightshade Commander near the house at location 56.5k, 26k. After speaking with him, you learn that the fomorians have concealed the entrance to their stronghold in the trunk of an old Firbolg tree house (48k, 26k in Lough Gur). To gain entry into the stronghold, players must kill the sentries and take the Fomorian Statuette they hold.

After entering the dungeon, locate and defeat Gatekeeper Haelad, take his key, and open his locked storage trunk. Return to Brigit in Tir na Nog with the item discovered in the trunk.

Shattering the Alliance (Level 40)

The logbook recovered from Gatekeeper Haelad's trunk reveals the identities of King Tethra's would-be allies—Great Druid Gweoran of the Dark Druids and Prince Sephius of the siabra. Brigit tells members of all Paths that the time has come to eliminate these scheming enemies of Hibernia.

Return to Tethra's Stronghold (the same dungeon as in the previous quest), and use a door that could not be opened during their last visit. To get to the door, turn right at the dungeon's first intersection. Navigate a maze of tunnels leading to Great Druid Gwoeran, his followers, and a summoned tree minion.

After defeating the Great Druid's party, you realize that your group cannot progress farther until you can scale a high wall blocking access to the rest of the dungeon. Return to Brigit, report on your victory against the Dark Druid leader, and seek help in thwarting the dungeon's barriers.

The Final Strike (Level 45)

Brigit asks players to consult with Lobais for help in accessing King Tethra's fortified section of the Fomorian Stronghold. Lobais provides a crystal with a spell that allows players to scale the wall blocking the way to King Tethra.

After returning to the dungeon and using Lobais's Crystal, players have a brief time to prepare for a counterattack by the stronghold's defenders. For three minutes, players must hold out against a near-constant onslaught of fomorian soldiers. After this encounter, players can face Prince Sephius of the siabra.

One of the items Prince Sephius drops a note that gives you some insight into solving the next room's puzzle. The next room features two alcoves on each of the two side walls. Standing in one of the alcoves either springs a trap or drops the remaining magical ward. Select the correct alcove to open the way to Tethra's throne room.

Before you can face King Tethra in combat, speak to Tethra's Herald and challenge Tethra's Champion. After defeating the champion, speak to and attack King Tethra.

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Midgard Epic Quests

As the Midgard epic quests unfold, the four sisters known as the visindakonar involve players in the defense of the realm, which is beset by internal conflict from several sources.

The level 5 and 10 quests can be completed by solo players, while the level 15 to level 30 quests require a group of two to four people. After level 35, each of the epic quests should be attempted by a group of four to eight players.

War Gods

Whispers of Conflict (Level 5)

The class trainers explain the four seers to the player and send them to their meeting with Visindakona Siv. These seers can be found just inside the North Gate of Jordheim at 23.8k, 25.5k. Siv guides the player through the rest of the epic quest path. She will not talk to you until you show respect in the form of a bow. Use */bow* while targeting her. Visindakona Siv reveals that the player is somehow connected to her disturbing visions of war, shadow, and death. She sends the player to meet Oslin near the bindstone in Mularn.

Oslin tells the player about a group of thugs harassing merchants on the road from Mularn to Haggerfel. You're given a merchant vest to wear to trick these cowards into revealing themselves. Along the road is a fallen log at 42.6k, 36.8k in Mularn. Three thugs attack you at this point if you are wearing the vest. Dispatch Muspel, Fjolg, and Svardfel, then return to Oslin.

The Shadow of War (Level 10)

Siv sends the player to help Silvertone, a skald in Vasudheim, with a problem. Find him at 52.5k, 17.5k in East Svealand, inside the Hammered Horn Tavern. Silvertone is concerned about the effect that a stranger named Bjorgnerfell is having on his son. He believes that intercepting one of his messages will reveal the truth of this stranger's intentions.

Bjorgnerfell is at 39k, 14k in West Svealand. Find his messenger hound following the road from at 35k, 12.3k to the bridge at 7.5k, 16.3k in East Svealand. This hound runs back and forth so you can wait along the road for him. Make sure to kill the hound when he is traveling west, to be sure it is carrying a message. Return the message to Silvertone, who decides that you must remove Bjorgnerfell.

Armed and Dangerous (Level 15)

The player is warned of more blodfelag trouble in the town of Audliten. It could be dangerous, so bring a couple of friends. The merchants Armond and Josli at 10k, 23k in East Svealand can tell more about this threat. After a small sidetrip to Siegloden to clear up some business, you learn that the blodfelag are taking the armor west by packhorse. When talking to Siegloden, be aware that certain responses may sometimes result in a fight.

Find Thorsgir, Henrek, and Skalheng traveling along the road from 63k, 12k to 36k, 16k in West Svealand. Thorsgir calls for reinforcements of blodfelag henchman every time one of his companions dies. Once you've defeated these arms dealers, return to Visindakona Siv in Jordheim.

Blodfelag Jailbreak (Level 20)

Visindakona Siv informs the players of a blodfelag woman being held captive by her own people. She feels that this woman's secrets may cause great harm to the enemy. Siv does not know where this camp is but directs you toward Varn, at 55k, 44k in West Svealand. He lives in Huginfel, near the blodfelag lands, and knows much of their dealings.

Varn gives you a Phial of Loki Sight and directs you toward the blodfelag camp. The camp is at 33k, 36.5k in West Svealand, marked by five tents and a campfire. Using the Phial in the campsite causes the trickster nature of Loki to transform the blodfelag guards into the form of Trolls and Kobolds. This leads to immediate conflict between the guards. As the guards fight, you may speak with the banished blodfelag. She reveals that Konung Boltof Redhands aims to control all of Svealand.

Blodfelag Brouhaha (Level 25)

The Council of Gothi believes the time is ripe for swift retaliation. Siv tells you to gather a large party and prepare for the assault. The group is directed toward the Blodfelag Fortress at 19k, 14.5k in West Svealand.

To remove the threat, Konung Boltof Redhands and his two blodvakt must be slain. About 25 mobs are inside the fortress, with about 12 of those near Redhands. Most of these mobs are blue or green to level 25 players, but the blodvakt are a bit stronger. It's recommended that a group of four or more attempt this quest.

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Caught Redhanded (Level 30)

As long as Konung Boltof Redhands's son still lives, there will be no peace in Midgard. Travel to Huginfel and learn the location of this secret base from Gudlor, in the building at 58k, 47.5k in West Svealand. Find the entrance to this lair at 33.5k, 39k in West Svealand, marked on the map as Blodfelag Encampment. When the group is ready, use the Blodfelag Key to gain access to Arngeir's hideout.

This dungeon is not overly crowded with blodfelag. Four players should be able to reach Arngeir while fighting one or two enemies at a time. Find Redhands's heir at 11.5k, 18k.

Death Gods

Stone of the Visindakona (Level 5)

The class trainers explain the four seers and send you to meet with Visindakona Sigyn. Find these seers just inside the North Gate of Jordheim at 23.8k, 25.5k. Sigyn guides you through the rest of the epic quest path. She will not talk to you until you show respect in the form of a bow. Use */bow* while targeting her. The visindakona reveals the player's role in uncovering the meaning behind her visions.

Njordrigi, at 47k, 47.5k in Aegirhamn, directs you toward capturing the restless spirit of a soul named Orgul. This spirit can be found at 54k, 49k, down the road south of Aegirhamn. Its name is Skeletal Orgul. Killing this skeleton releases Orgul's spirit. Defeating the spirit prepares it for the binding. Use the Large Black Stone on the Subdued Spirit to bind it to the stone. Njordrigi requires some of the player's blood to finish the spell so attempt this step while at full health. Now deliver the finished Vision Stone to the visindakona in Jordheim.

Dark Spy Revelation (Level 10)

With her Vision Stone restored, the visindakona has detected a spy wandering through Midgard. She directs you toward a crossroad where you can find this traveling merchant, at 13.5k, 50.5k in Mularn. You may be able to trick the spy into revealing himself by asking the right questions. If this fails, Scryer Idora provides a Crystal of Revelation to use on the merchant. In either case this merchant is discovered to be a svartalf spy named Nymvayas. Before he can be defeated, this svartalf summons his guards to attack and then he vanishes.

When you return to Jordheim, Visindakona Sigyn shares her unease at the prospect of svartalf aggression. She informs you that you will be needed again later to capture this Nymvayas.

The Hunt for Nymvayas (Level 15)

The Council of Gothi has been watching the svartalf spy. His contact in Huginfel has been revealed. Travel there to contact his accomplice, Thora. She is located at 58.3k, 47.5k in West Svealand, in the building east of the bindstone. Thora informs you that Salevia, in Fort Atla, is the next person that Nymvayas would visit.

After Salevia learns that she has been tricked by this svartalf spy, she tells you where you can catch up with him: the svartalf controlled tower at 24k, 43k in Gotar. He has a couple bodyguards. This would be a good time to seek the aid of a few friends.

Once you've defeated the spy, return Nymvayas's Journal to Visindakona Sigyn in Jordheim. Sigyn takes the journal and rewards you for retrieving such a valuable source of svartalf intelligence.

Svartalf Subterfuge (Level 20)

Players are sent to a meeting with another svartalf spy, Svaldifari, on a peak overlooking a lake at 11.5k, 59k in Southwest Gotar. Earn his trust by defending Svaldifari from a patrol of troll wardens. This spy reveals that the svartalf plan to control all of Gotar. Return the Svartalf Coded Message Visindakona Sigyn at once so the council may learn more of this plot.

Svartalf Suppression (Level 25)

The Council of Gothi has learned that several svartalf behind the plan to capture Gotar are gathering on the ridge near the Cursed Tomb. You're advised to enlist the aid of some companions, as the svartalf will not bend easily.

Find these svartalf dissidents along the ridge at 58k, 57k in Gotar. When you've defeated all four dissidents, you recover Svartalf Invasion Plans. Return this vital information to Visindakona Sigyn in Jordheim.

Finding Freyvid (Level 30)

The Council of Gothi is quite pleased at the state of the svartalf conflict. They feel that now is the right time to remove the rebellious svartalf commander once and for all. A hunter in Fort Atla named Finni, at 29.4k, 12k in Gotar, may know the whereabouts of Freyvid's lair.

Finni tells the players to check out the guardtower to the southwest, at 24k, 43k in Gotar. This is the same tower where Nymvayas was defeated in a previous quest. While inside this guardtower, use the Hunter's Report to teleport the group to the Hidden Lair. Find the svartalf leader in the altar room at 26.2k, 23.7k

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Other Gods

Carved in Bone (Level 5)

The class trainers explain the four seers and send you to meet Visindakona Guri. Find these seers just inside the North Gate of Jordheim at 23.8k, 25.5k. Guri guides you through the rest of the epic quest path. She will not talk to you until you show respect in the form of a bow. Use */bow* while targeting her. The visindakona reveals the player's role in uncovering the meaning behind her visions.

Guri has learned that the vendo are somehow behind her troubled visions. She directs the player to a meeting with a hunter named Rielder. Find him at 49.7k, 50k inside the tavern in the village of Mularn. The hunter gives you the task of defeating a vendo bone carrier to intercept one of the vendo messages. When Rielder gets a look at the intercepted message, he realizes that it means the vendo are preparing for war against Midgard.

The Bear Hunter (Level 10)

The Council of the Gothi has new orders for Rielder. He explains their plan and asks you to eliminate three vendo scouts in the surrounding countryside. Find the scouts in the following areas: Scout Grogor at 43k, 25k in Mularn; Scout Haurg at 20k, 46k in Mularn; Scout Igbror 41k, 5k in Mularn. These scouts can be defeated in any order.

Rise of the Vendo (Level 15)

Visindakona Guri's latest vision was most disturbing. She has seen Kjelborn, one of Rielder's hunters as a prisoner of the vendo. She sends you off with a warning to Rielder so that Kjelborn's capture can be avoided.

At the valley at 45k, 18k in Mularn, the player witnesses the terrible sight of a pack of vendo flayers ambushing Hunter Kjelborn. After returning to Jordheim and the visindakona, you set out to rescue Kjelborn. Find him in one of the tents in the valley below the Vendo Cavern at 28k 11k in Mularn. You may have to search several tents, and survive ambushes in them, to find Kjelborn. Which tent he is found in may be different than another player's experiences. This is a hostile area. Bring a few friends.

Vendo Vendetta (Level 20)

Visindakona Guri has learned that the vendo tribes are becoming united under one chieftain. A herald of this chieftain, Asbjom has been located by Rielder and his hunters. Previous attacks on Asbjom have proved fruitless. The players are advised to bring at least a few friends and to proceed with caution.

Asbjom, at 26.5k, 3.5k in Mularn enlists the aid of several bears when attacked. He has one bear who stays near him and two other bears who come join the fight shortly after the start. He may have an unending supply of these creatures so kill Asbjom first.

Vendo Vengeance (Level 25)

The plan to disrupt the vendo by eliminating Asbjom has backfired. This has only served to enrage them as they now aim to attack Fort Veldon. Make haste toward the fort to repel the attack. A group of four or more players is advised.

These raiders plan to assault the guardtower at 45k, 5k in Mularn. Hunter Ketilsson, outside the west wall of the fort, is waiting for the players' arrival. The group must fight three waves of vendo attackers. During the third wave of the attack, a vendo demagogue yells something about clawing and biting for someone called Skelder.

Searching for Skelder (Level 30)

Her visions have led Visindakona Guri to learn of a secret entrance into the Vendo Caverns. She creates Guri's Wand to aid players in their search for this hidden passage. With a party of three or four capable adventurers, it is time to head north into vendo lands.

Using the wand just outside the entrance to the Vendo Caverns, at 25k, 7.3k in Mularn, sends the group into Skelder's lair. Find this vendo in the back of the cave at 19k, 20k in the dungeon.

Odin and Thor

Vision of the Visindakona (Level 5)

The class trainers explain the four seers and send you to meet with Visindakona Magna. Find these seers just inside the North Gate of Jordheim at 23.8k, 25.5k. Magna guides you through the rest of the epic quest path. Unlike the other seers, Magna has yet to receive a vision of the great threat to Midgard. The Jordheim trainer sends the player to her in hopes that she will know that all are ready to aid her when the vision comes.

When you tell Magna of your offer of help, she reveals that her vision has finally arrived. This visindakona believes that her vision is most dire of all and she requires you to journey to Vasudheim at once to consult a Troll named Bothe. He is a shield merchant, standing on a porch at 51.5k, 18.5k in East Svealand.

Bothe gives you a lantern and directs you to the water's edge just behind him. When you see a shadowy shape lurking near the water, */use* Bothe's Lantern to reveal the tomte thief named Shadow. After destroying this tomte, return to Bothe and then to the visindakona. Magna believes that the tomte could pose a serious threat to the realm.

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Hammering the Tomte (Level 10)

The Council of Gothi has learned about a greedy tomte who is willing to reveal information about a secret invasion force. Travel back to Vasudheim to learn this informant's location. Burl, at 55k, 19k in East Svealand, is a weapon merchant and agent of the council. He can help you locate the tomte traitor.

Vidarl, the tomte informant, is hiding in the southwest corner of the bridge at 17k, 23.8k in East Svealand. This money-hungry tomte reveals that the first strike will be a group of tunneling tomtes who plan on a sneak attack into Audliten. Vidarl tells you to get a hammer from Burl and then to hit the pole at 1.3k, 21k in Audliten to set the trap for these would-be invaders. You must defeat about 12 green con invaders but they all die with one hit from the Hammer of Tomte Crushing.

Tomte Dawn (Level 15)

Once again you are sent to the tomte informant, Vidarl. Although reluctant to provide information this time, he still reveals the next stage of the tomte plan. Travel with a group to a tomte camp at 35k, 26k and follow any tomte runners who head toward the secret training grounds. The tomte runner spawns in the middle of this camp and moves toward the island at 50k, 49.5k in East Svealand.

There can be as many as 10 soldiers with the Tomte Sergeant and the island is fairly small. The soldiers and the sergeant all aggro if players get too close. The soldiers call the sergeant for help but the sergeant does not call for help. Try to get the sergeant alone, or failing that, get a soldier alone so that only the sergeant joins the fight.

Tomte Tide (Level 20)

Visindakona Magna sends the players to meet the Viking Windjammer, at 15.4k, 17.3k in East Svealand. Windjammer reveals that a so-called Admiral Maeto is behind the latest tomte plan. He provides the party with a pair of potions that can be used to fool the admiral into letting down his guard.

The group must use the Salve of Seelie Desire to trick the admiral and his troops. Now that they will follow the group anywhere, lead the Admiral to the tip of the nearby peninsula at 21.5k, 47k in East Svealand. Use the Draught of Unseelie Dread to scare the admiral and his troops into the water. This leaves only a few tomte marines to clean up to end the tomte's dream of an attack by sea.

Tomte Tumult (Level 25)

The Council of Gothi believes that now is the time to eliminate the tomte leader, Potentate Matillo. With his forces spread thin throughout the realm, Matillo should not be able to stand up to a direct assault by a well-prepared group.

Find the potentate and his two marzano guards on the eastern end of the easternmost island from Nisse's Lair, at 58k, 50k in East Svealand. After he is defeated, Matillo tells the group that Ingmar was behind the tomte aggression all along.

Eliminating Ingmar (Level 30)

Though they lack the tactical skills of war, the endless hordes of tomte could still be a threat to the realm. Visindakona Magna has decided that Ingmar is too dangerous to be left as the tomte commander. Dwarven Guard Eske, at 4k, 23k in East Svealand by the Audliten bindstone, knows how to track down the insidious Ingmar.

Eske cautions you to venture forth as a strong group, four or more players, if you are serious about taking down this pest. Use the Guard's Report at 43k, 45k in East Svealand, by the Tomte Fortress, to transport the group into the dungeon.

Ingmar's only real strength was tied to his ability to remain unknown to the Council of Gothi. Track him down to his throne room at 18k, 30k and put a stop to his maniacal plots.

Realm-Wide Epic Quests (Levels 35–45)

Visions of Red (Level 35)

The visindakonar have disturbing news. It appears that the criminal organization known as the Red Daggers may be behind the unrest throughout the realm. The group is sent to Lynnleigh, at 39k, 21k in East Svealand, on the island southwest of Vasudheim to learn more of the Red Daggers. She directs the group toward some ruins, at 31k, 33k in Gotar. Dispatch a few Red Dagger lookouts to find a Dagger Shaped Key. Use this key near the ruins to transport the group into the Red Dagger Hideout.

The group must battle through several rooms full of Red Dagger trainers, recruits, and veterans before locating Armsmaster Samdall. Find him at the bottom of the cave behind the wooden chest, at 28k, 20k in the dungeon. Take Samdall's Orders to the visindakona after he has been removed. You can */use* the Dagger-Shaped Key to exit the dungeon.

Ragnarok Now (Level 40)

The Council of Gothi has formulated a plan of attack against the Red Daggers. Return to Lynnleigh to proceed with this plan. She reveals a link between the Red Daggers and the powerful seithkona. The group is sent to Skona Ravine to infiltrate the Red Dagger's lair.

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The secret entrance is on an island in the middle of the long lake in the northwest corner of Skona Ravine, at 6k 18k. The lookouts, Fjalar or Galar, should drop the Dagger-Shaped Key needed to enter the hideout. When the group is ready, */use* with the key targeted to send the players into the Red Dagger Hideout.

The first mission inside this dungeon is to work through the numerous Red Dagger guards until discovering Loremaster Finn and the rest of the captive scholars. They are trapped behind an energy barrier that can be destroyed only by killing every guard on their level in the room: six Red Dagger elites and two Red Dagger guards. The prisoners are at 13k, 17k in the dungeon.

With the scholars out of danger, head to the end of the dungeon, at 15k, 13.5k, to defeat Aermir. You can't harm him until you dispatch his lieutenants, Eigil and Shefil.

Let Sleeping Serpents Lie (Level 45)

The visindakonar and Lynnleigh tell the group of a plan to remove the Red Dagger threat once and for all. Your group is sent to eliminate all seithkona and any Red Dagger officers that you encounter. Once again, find the entrance on the island of the long lake in Skona Ravine. It may take a full group to overcome the combined might of these forces.

This dungeon is full of elite guards. It may take some time to clear the way to the seithkona. Beware of the traps in the room at 24k, 12.7k. You can see the disarming mechanism from the room to the west. Find Fronda and her seithkona sisters at 25k, 14.6k, around the altar. When you've defeated them, finish off the Red Daggers. When the passageway turns from cave to dungeon, Hagall the Red is near.

To defeat Hagall, your group must first show its worthiness by besting his champion, Hagen. Bodyguard Ospak will not attack the players, even in defense of his master. With Hagall destroyed, the players' reward awaits.



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